

FIG. 1

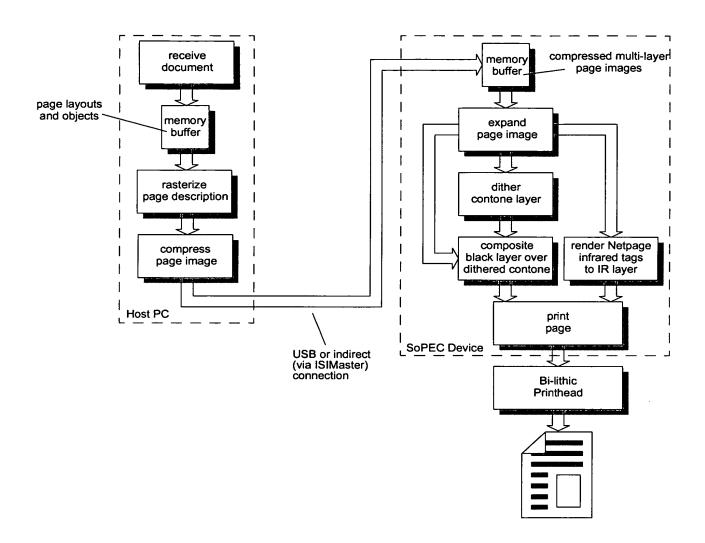


FIG. 2

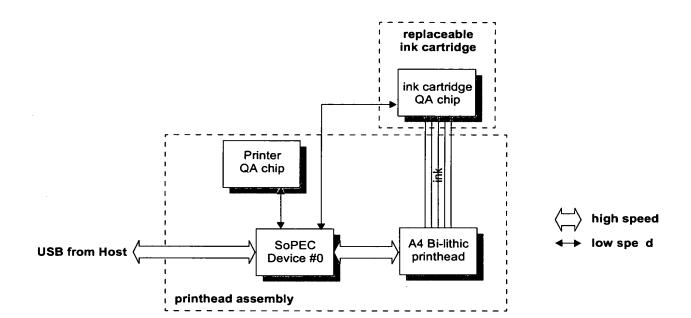
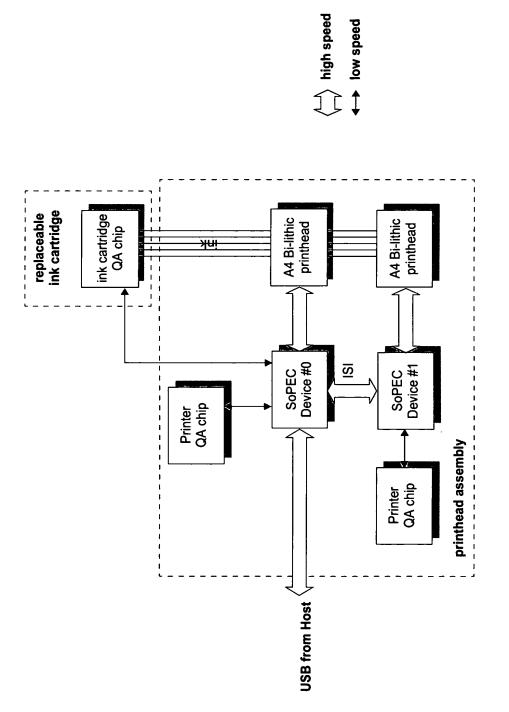
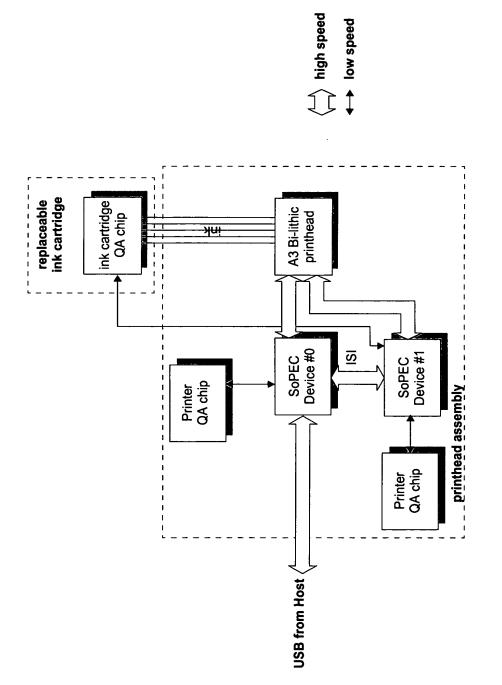


FIG. 3



F1G. 4



F1G. 5

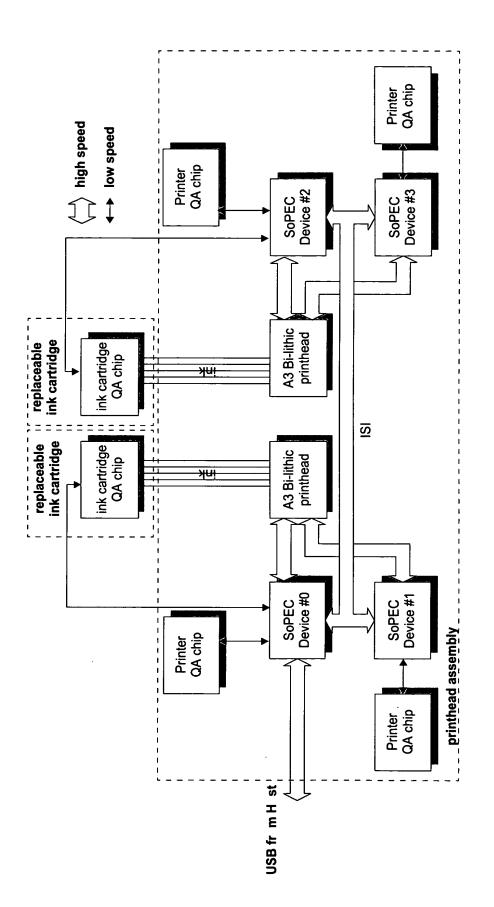
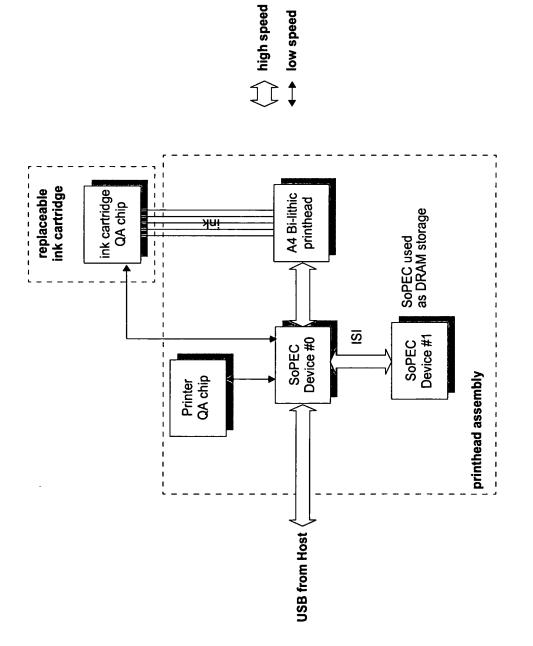


FIG. 6



F1G. 7

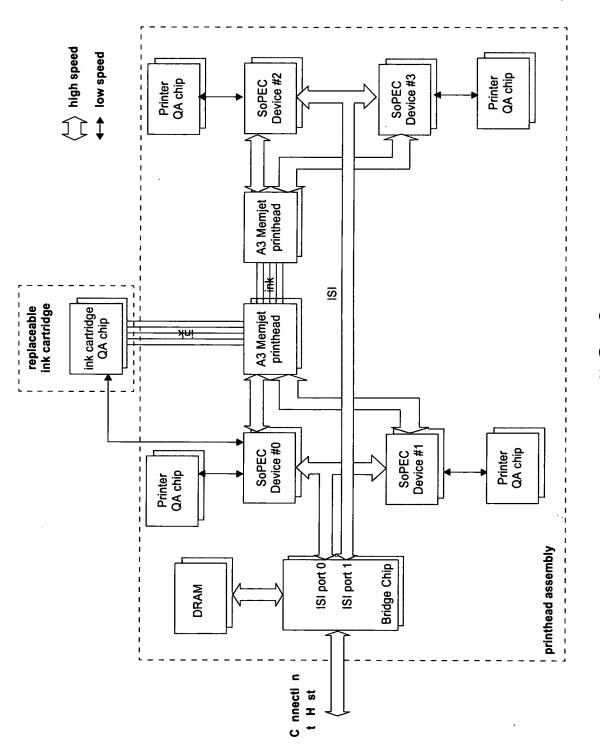
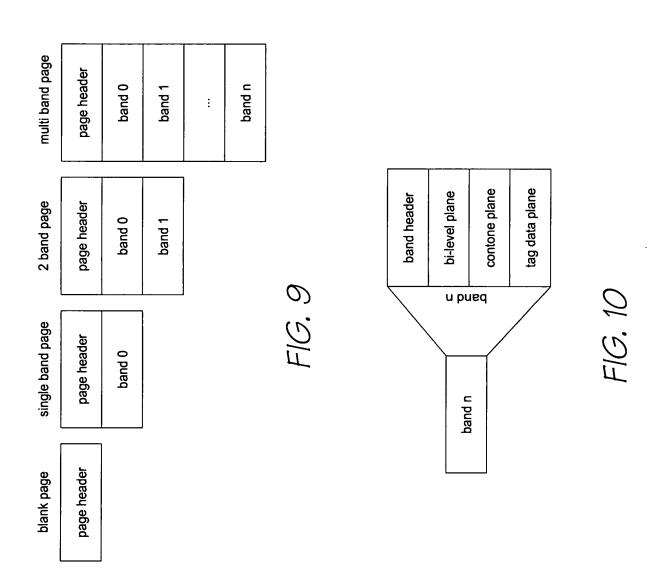


FIG. 8



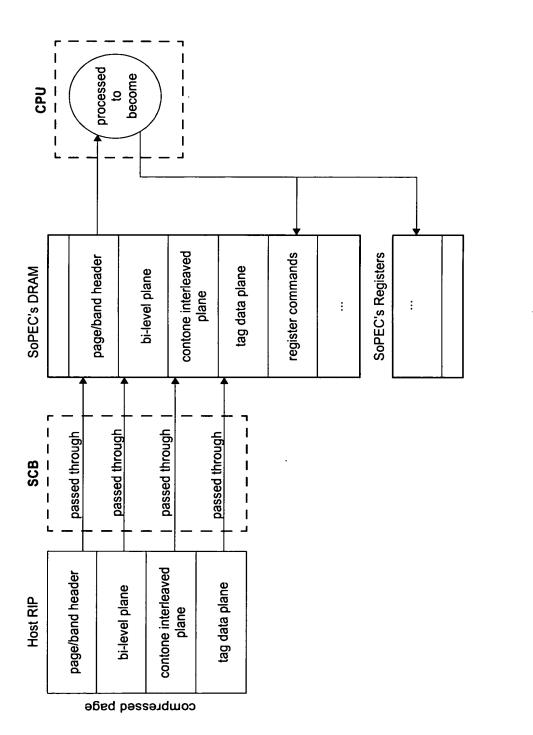


FIG. 11

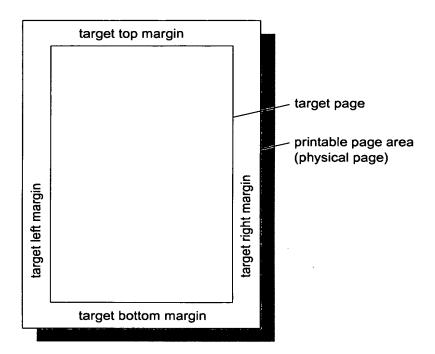


FIG. 12

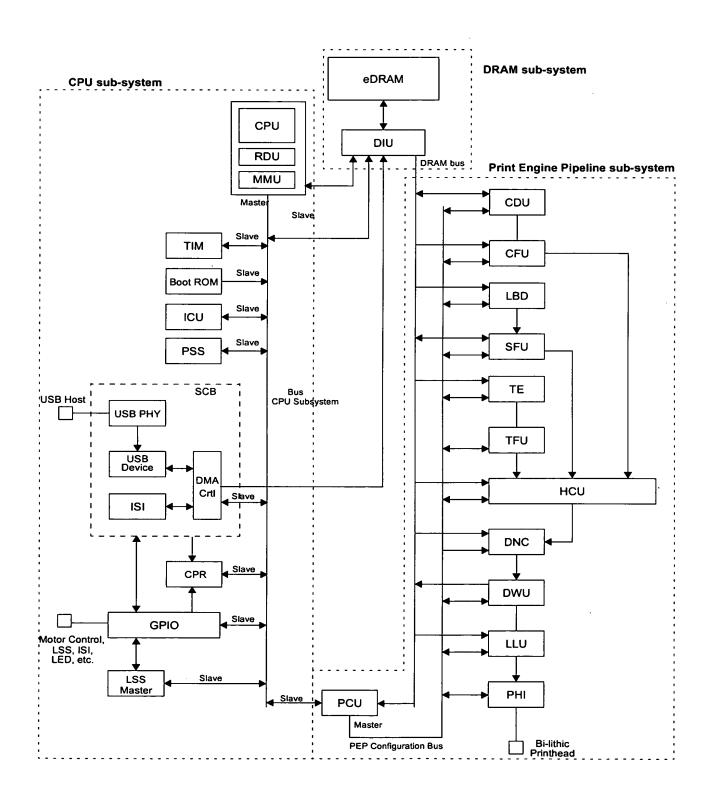


FIG. 13

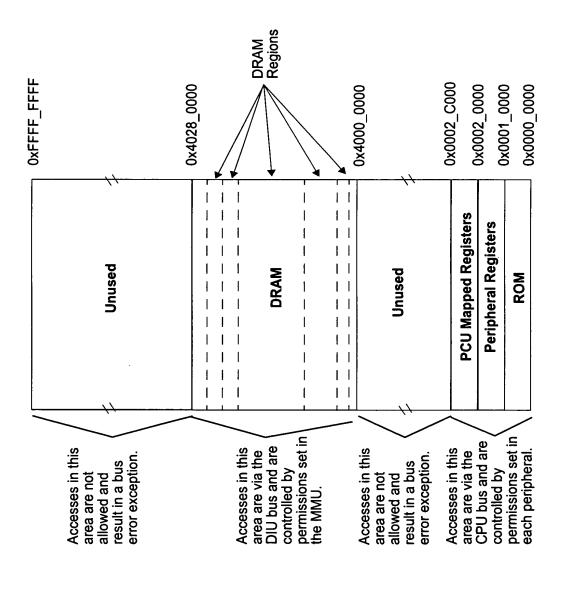


FIG. 14

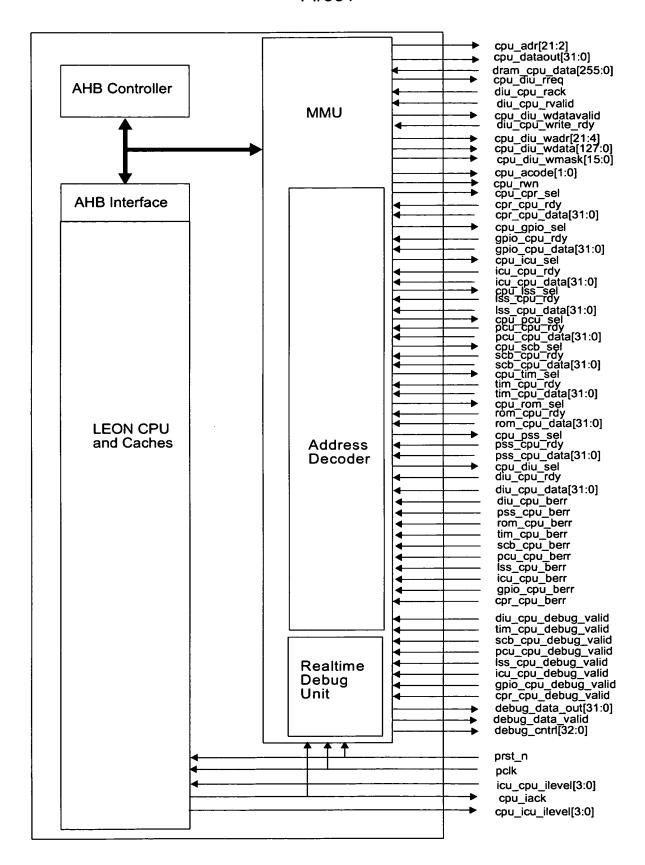


FIG. 15

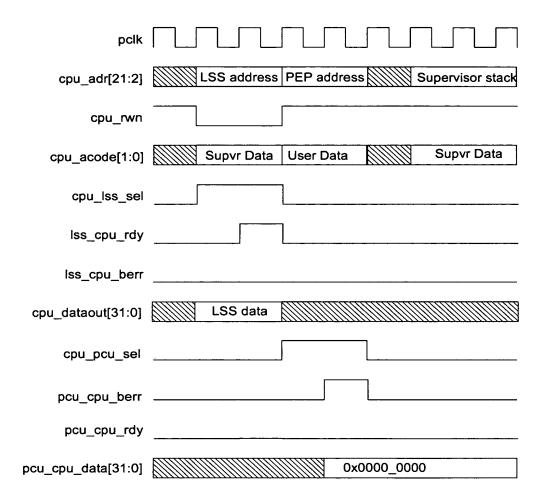


FIG. 16

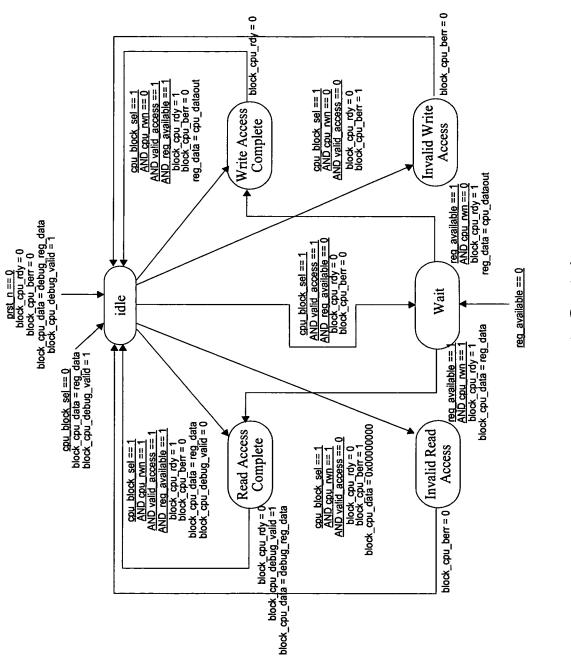


FIG. 17

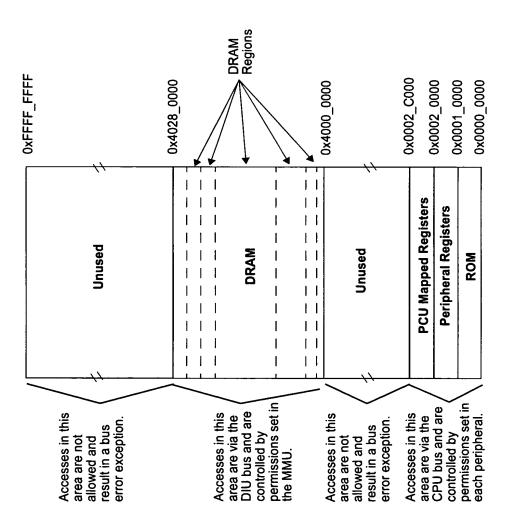


FIG. 18

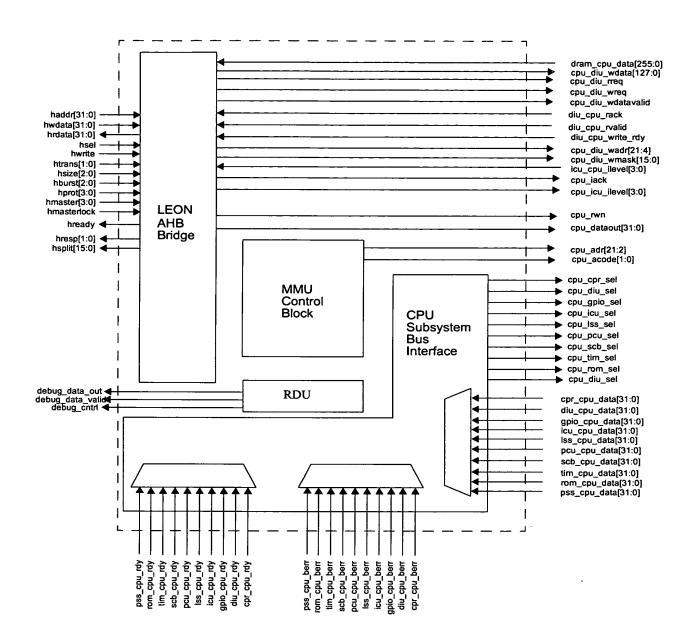
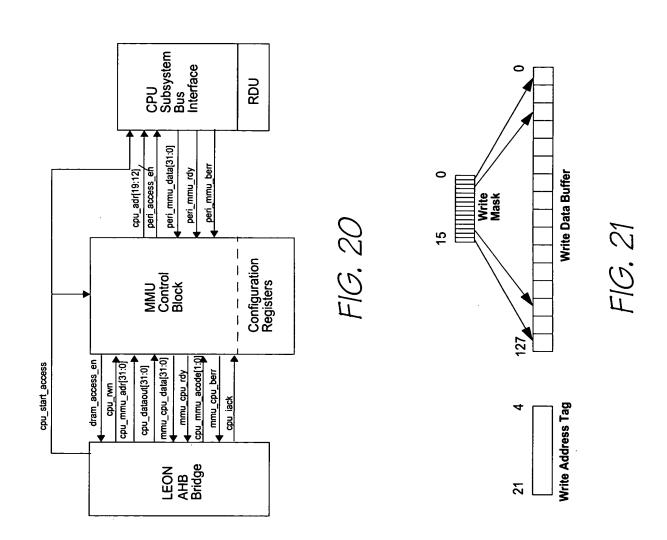


FIG. 19



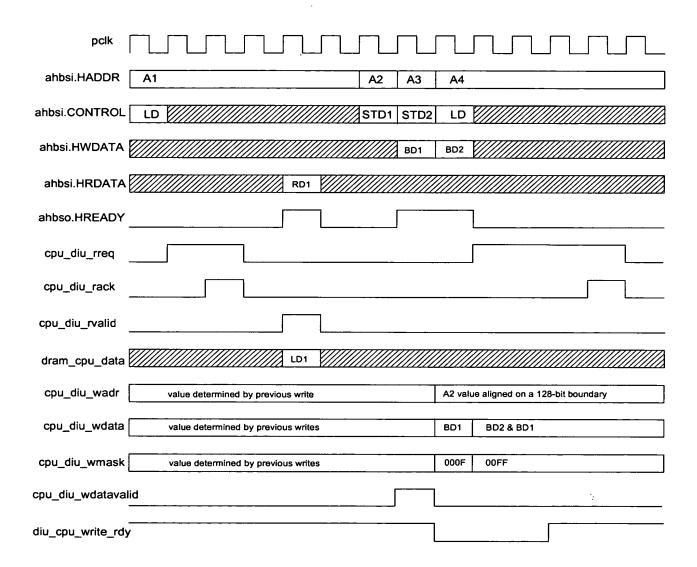


FIG. 22

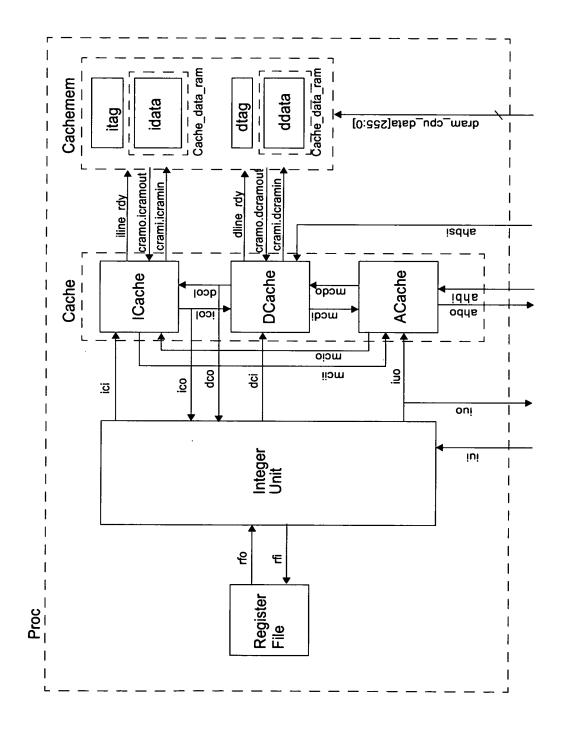
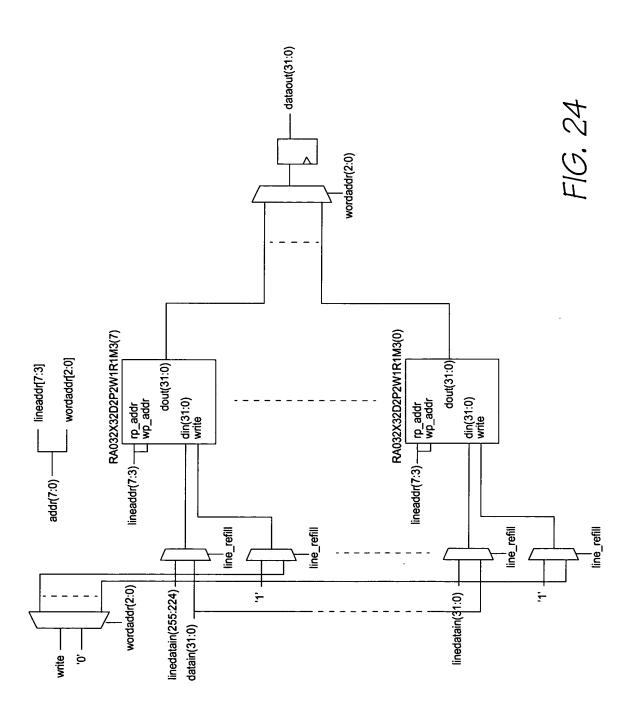
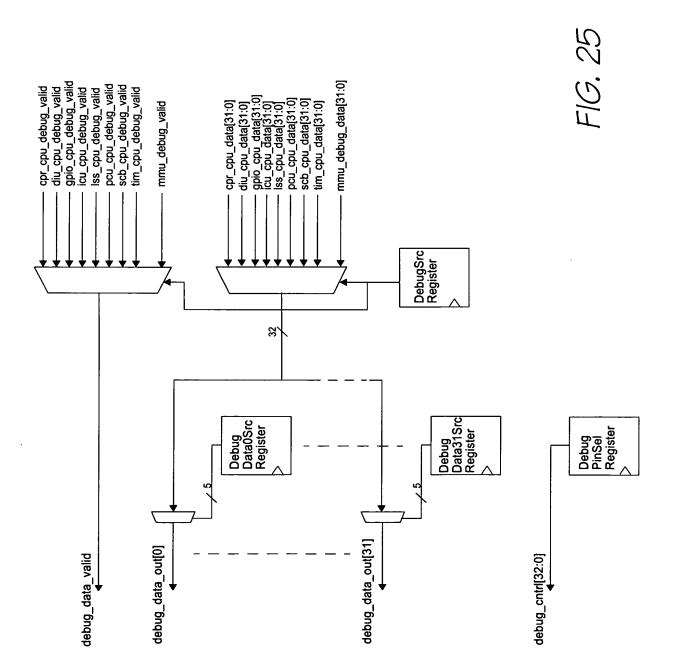


FIG. 23





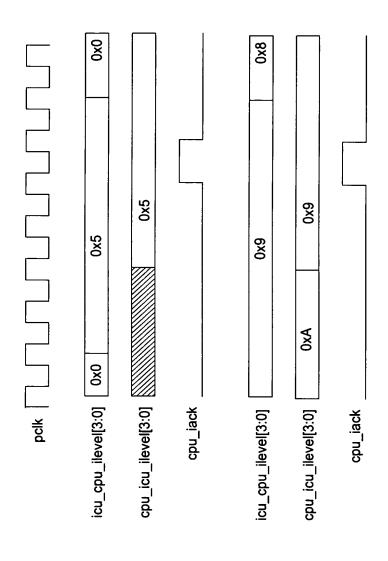


FIG. 26

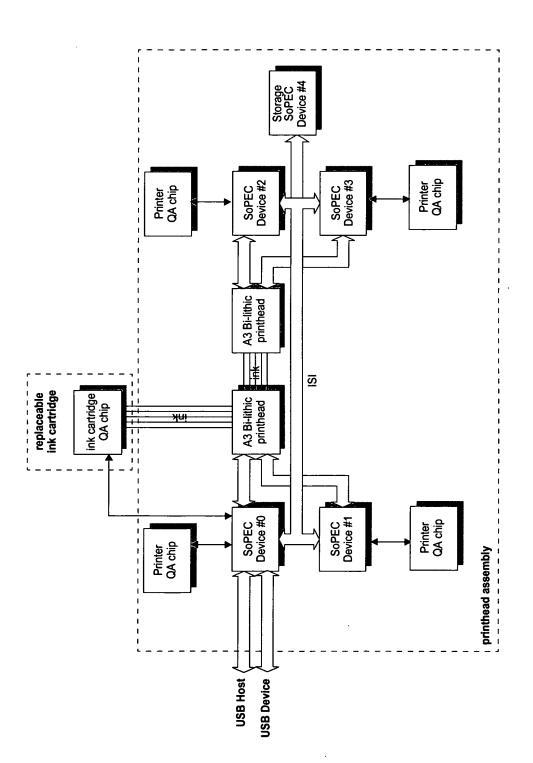


FIG. 27

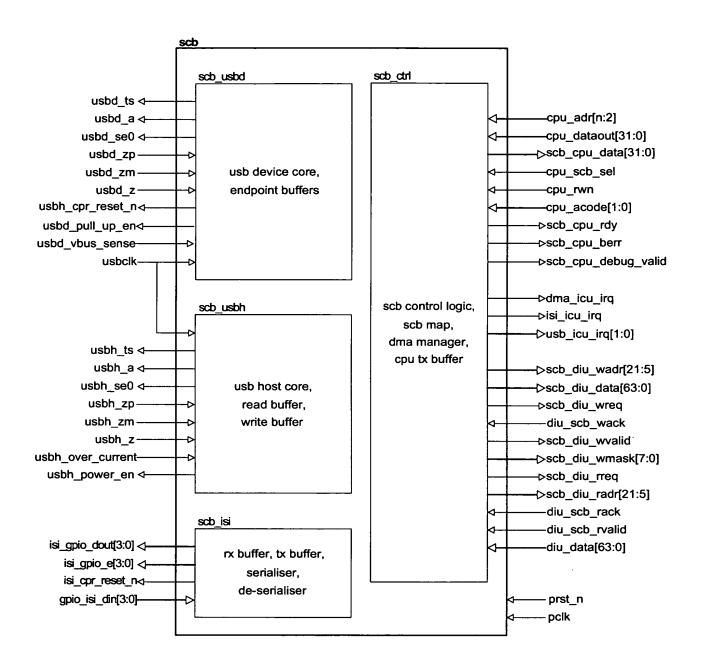


FIG. 28

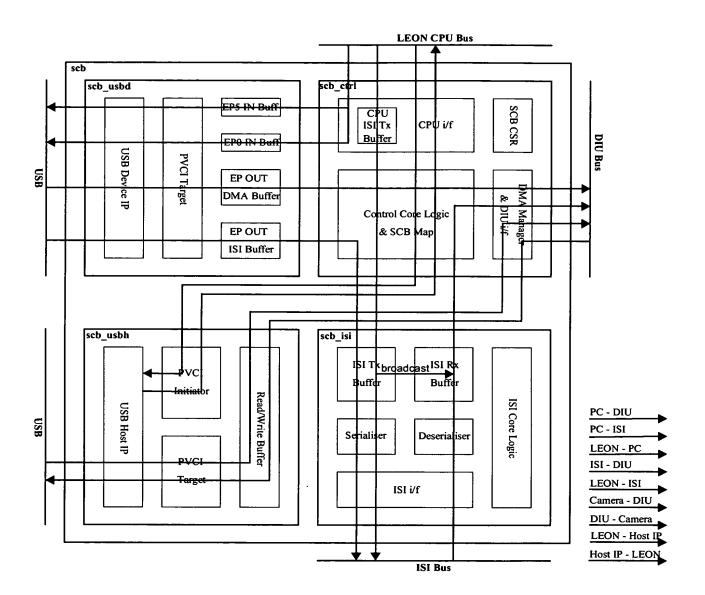


FIG. 29

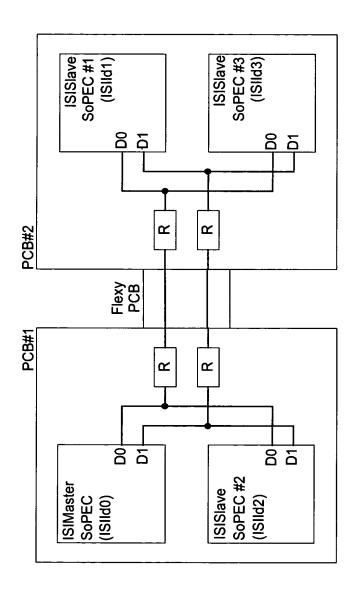


FIG. 30

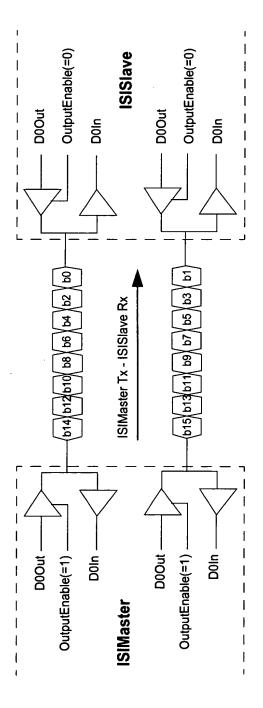
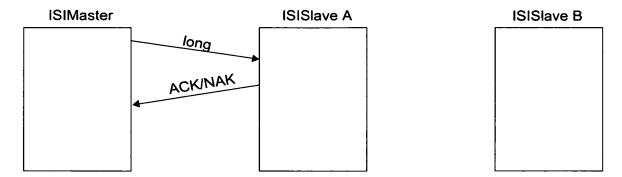
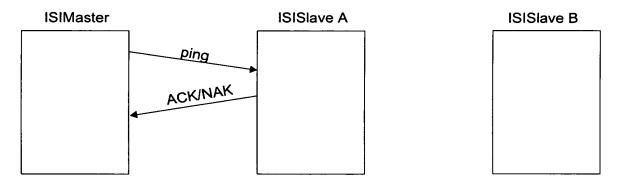


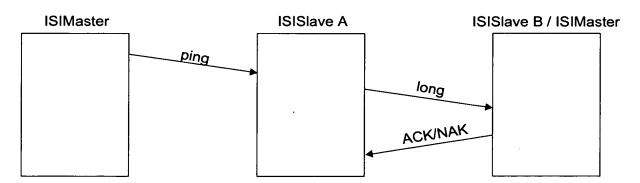
FIG. 31



Transaction 1: Long packet to an addressed ISISlave



Transaction 2: Ping packet to an addressed ISISlave. ISISlave has nothing to send



Transaction 3: Ping packet to an addressed ISISlave. ISISlaveA responds with a long packet to ISISlaveB (or the ISIMaster) and ISISlaveB (or the ISIMaster) responds with an ACK or NAK.

FIG. 32

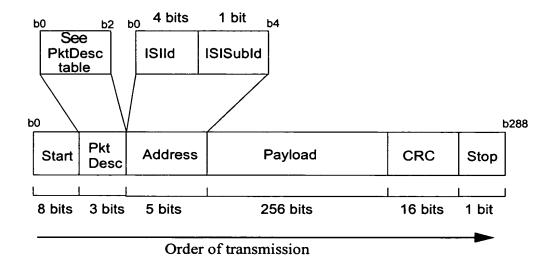


FIG. 33

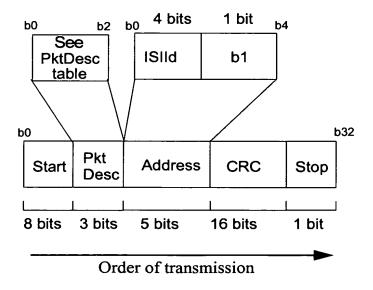


FIG. 34

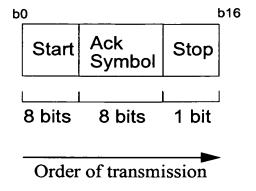


FIG. 35

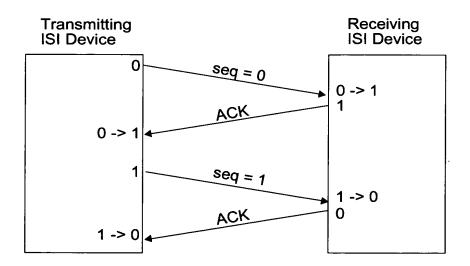


FIG. 36

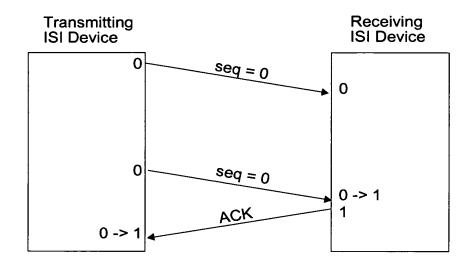


FIG. 37

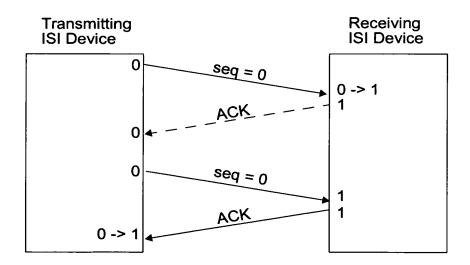


FIG. 38

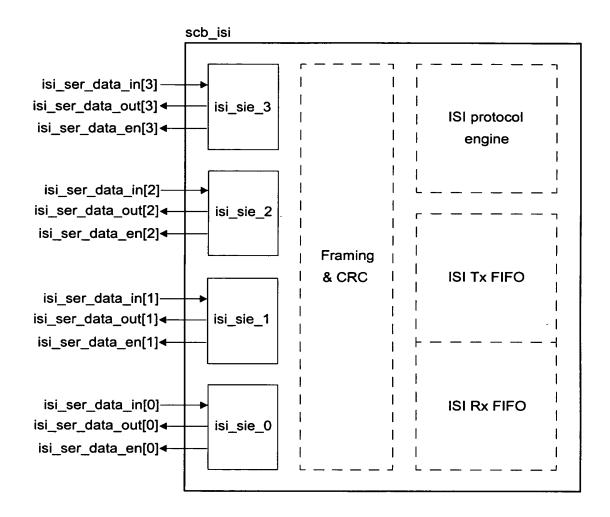


FIG. 39

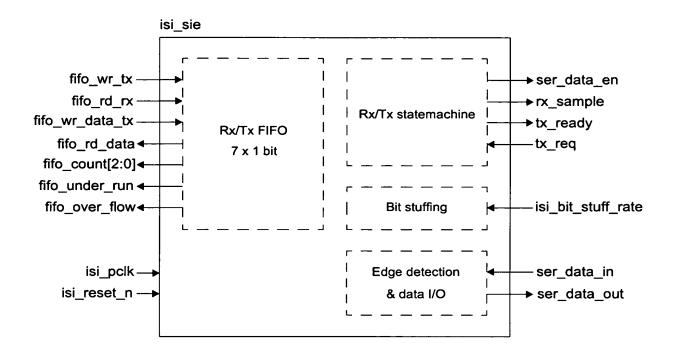


FIG. 40

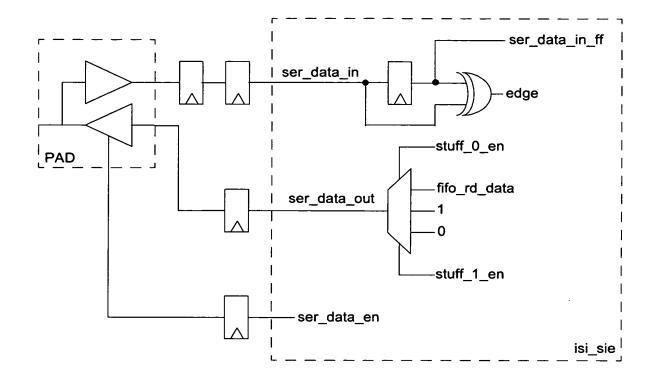


FIG. 41

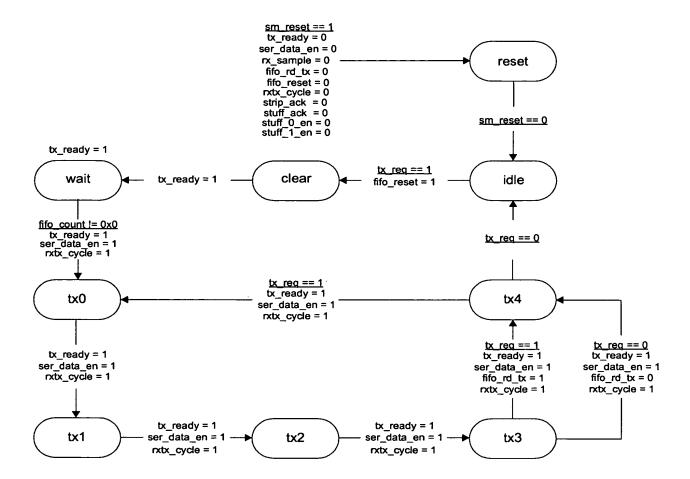


FIG. 42

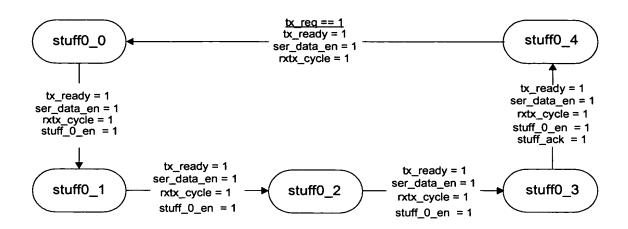


FIG. 43

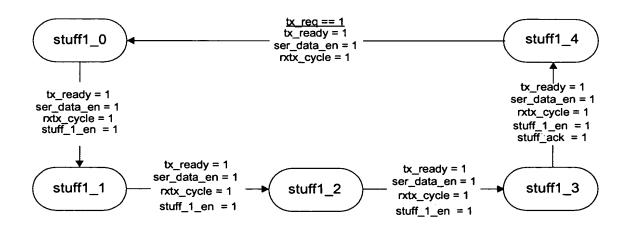


FIG. 44

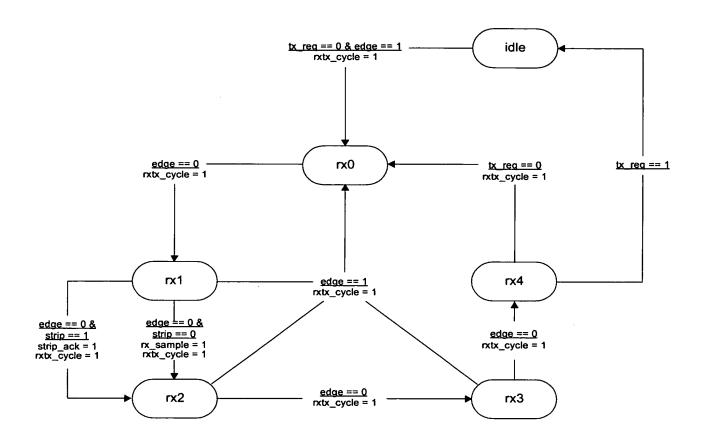


FIG. 45

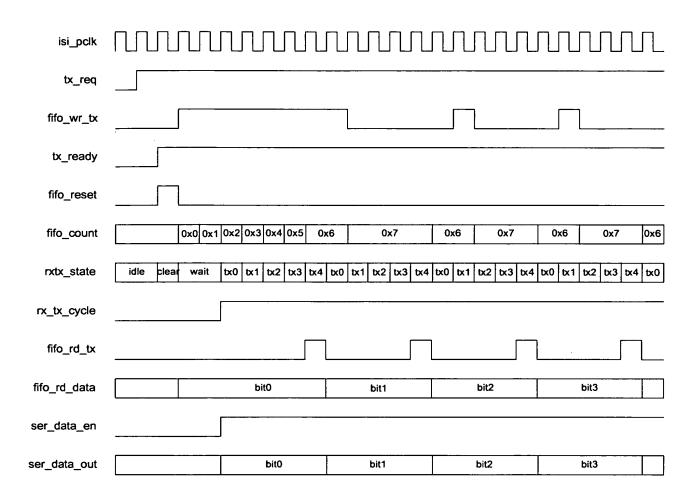


FIG. 46

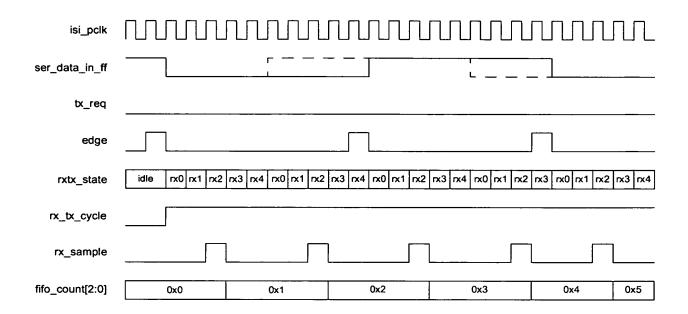


FIG. 47

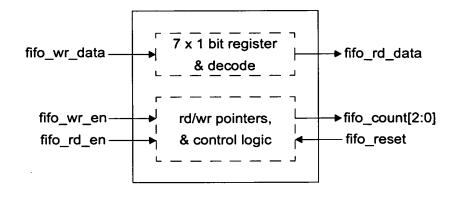


FIG. 48

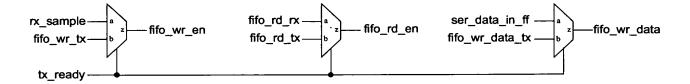


FIG. 49

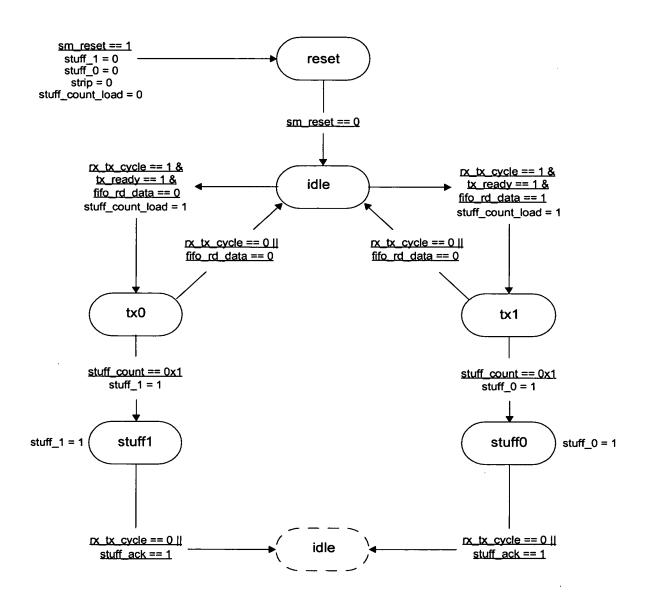


FIG. 50

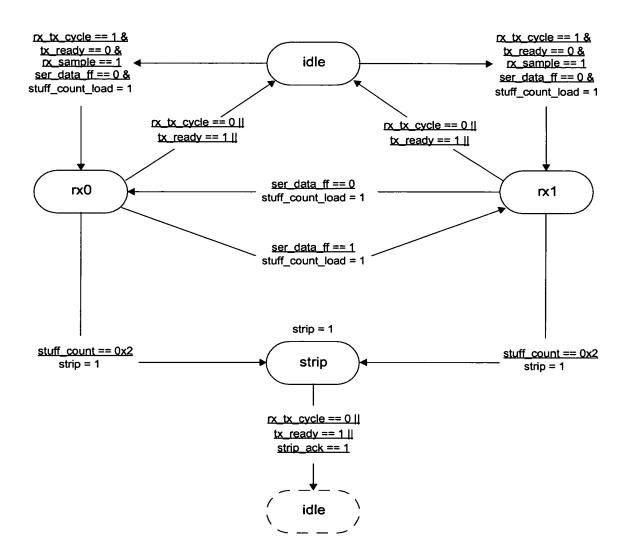


FIG. 51

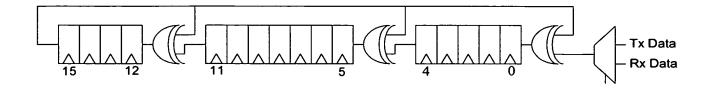


FIG. 52

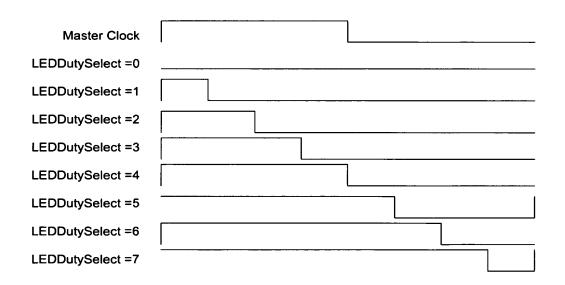


FIG. 54

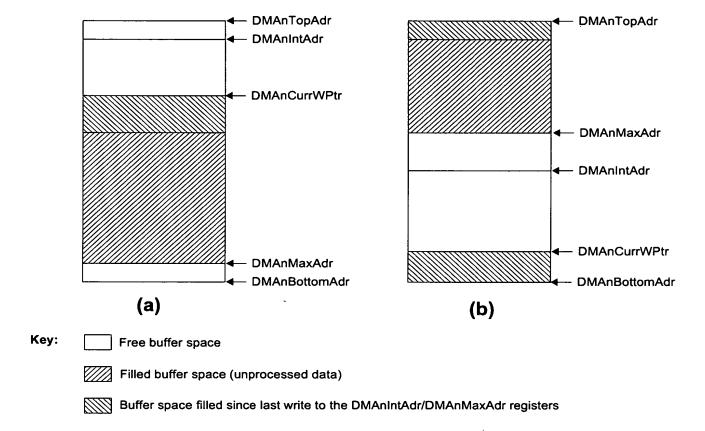


FIG. 53

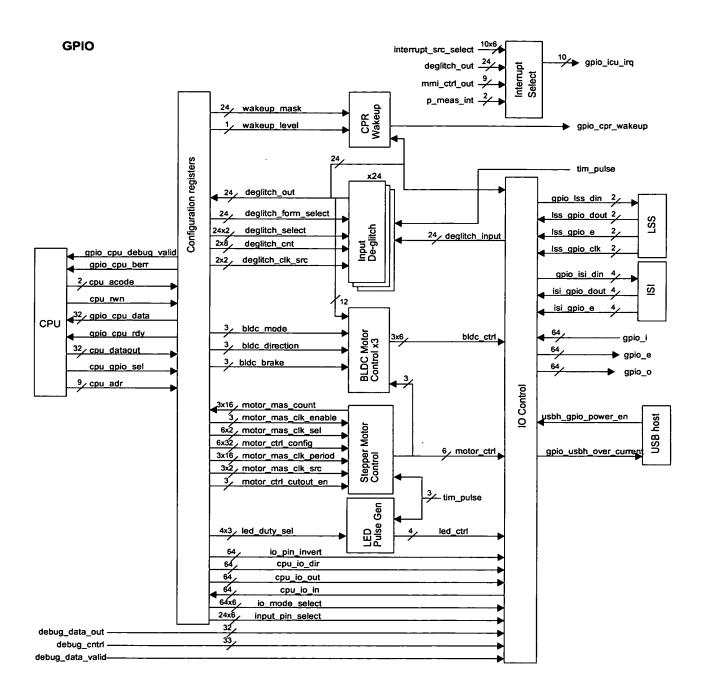
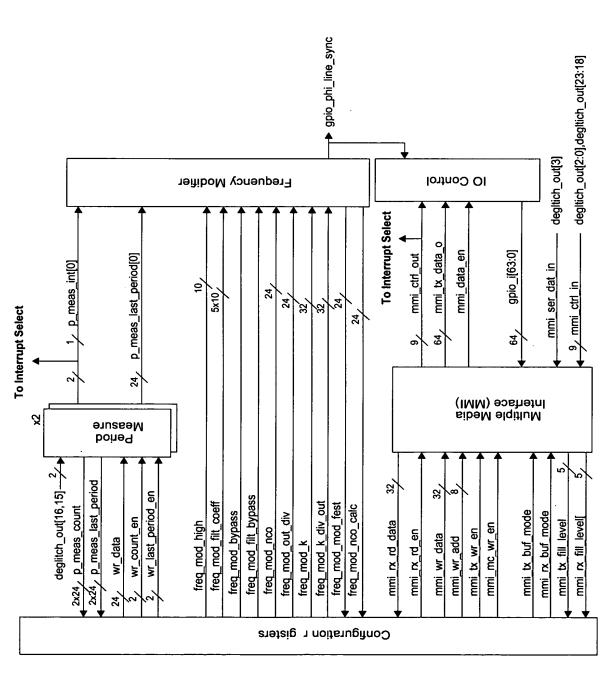


FIG. 55



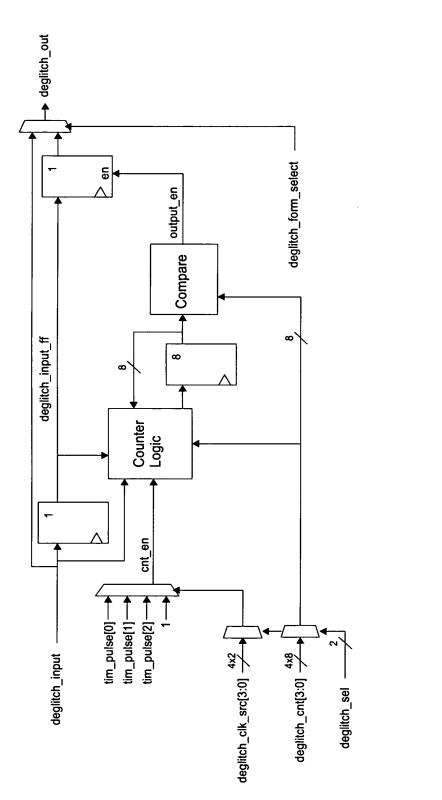


FIG. 57

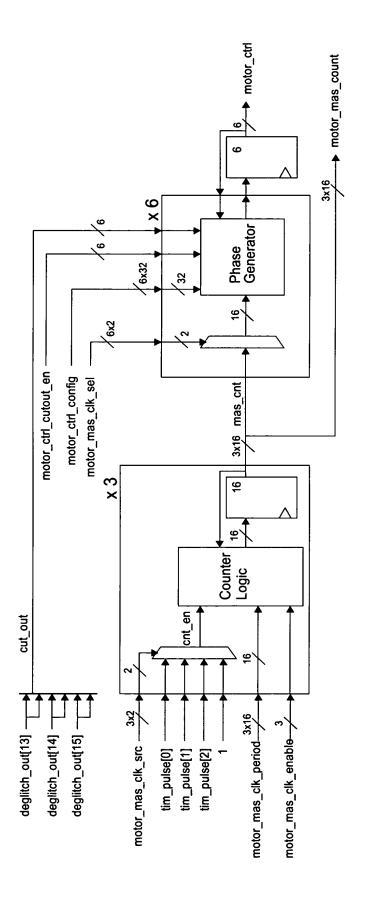


FIG. 58

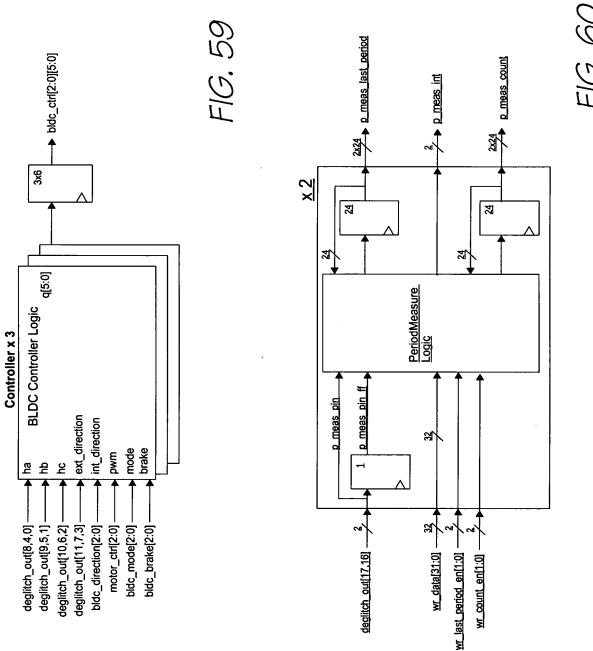
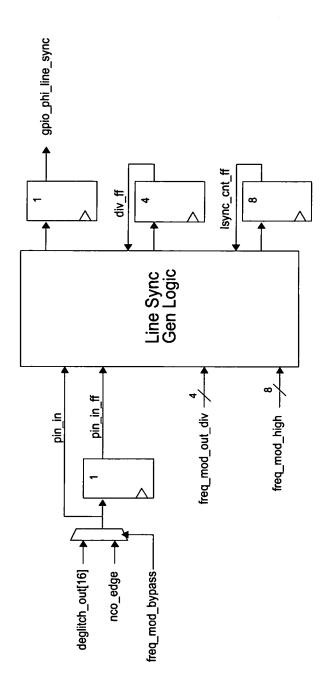


FIG. 60



F1G. 61

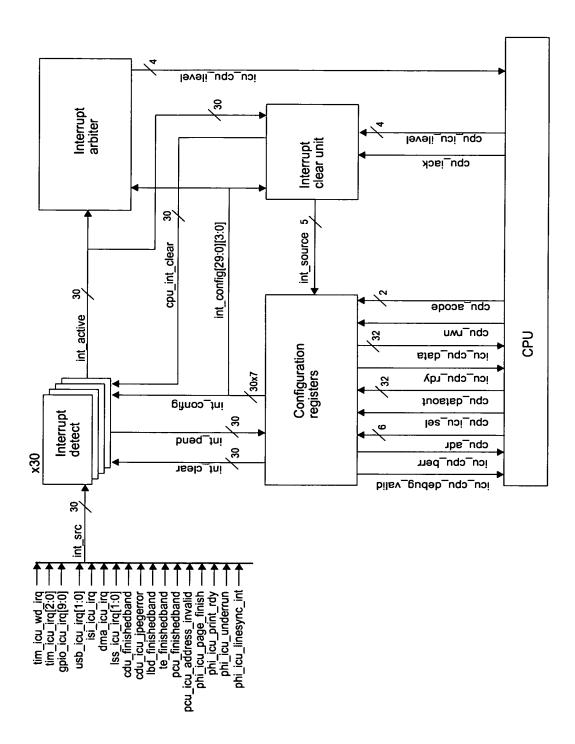
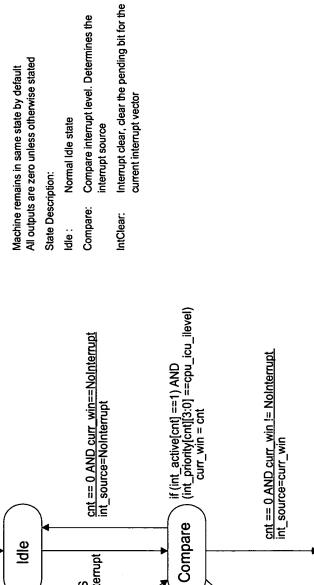


FIG. 62



cpu\_int\_clear[curr\_win]=1

IntClear



reset==0

cpu\_iack==1 cnt=NUM\_INTS curr\_win=NoInterrupt

cnt !=0

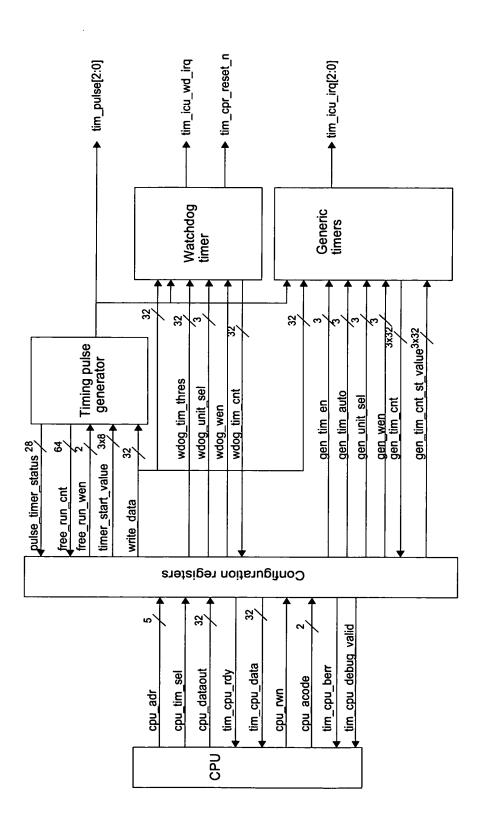


FIG. 63A

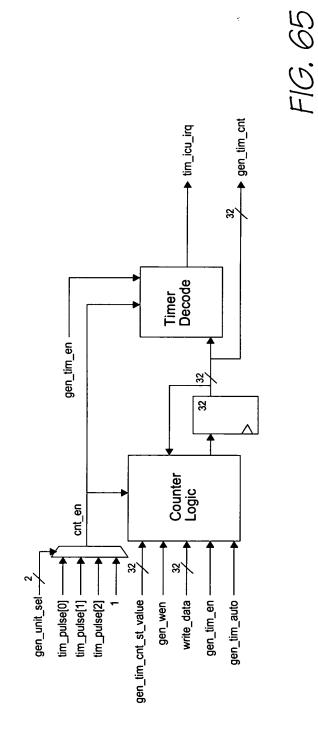


FIG. 64

→ tim\_icu\_wd\_irq
→ tim\_cpr\_reset\_n

Timer Decode

32 32

Counter Logic

32

write\_data ----

- wqod\_weu

wdog\_tim\_thres —

cut\_en

wdog\_unit\_sel\_\_\_

tim\_pulse[0] -

tim\_pulse[1] tim\_pulse[2] - → wdog\_tim\_cnt

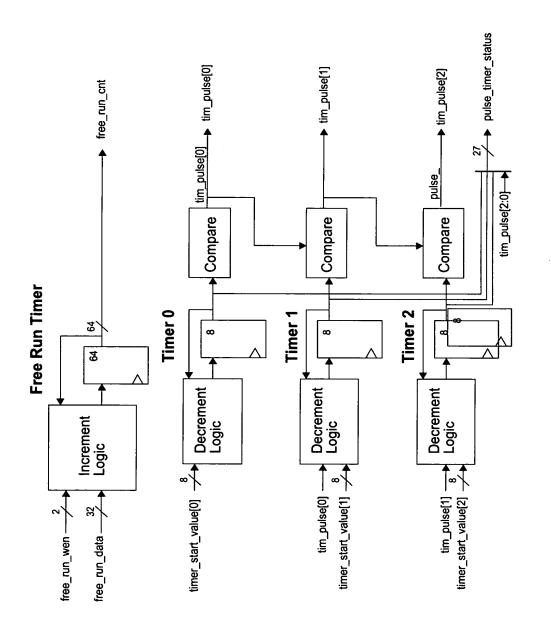


FIG. 66

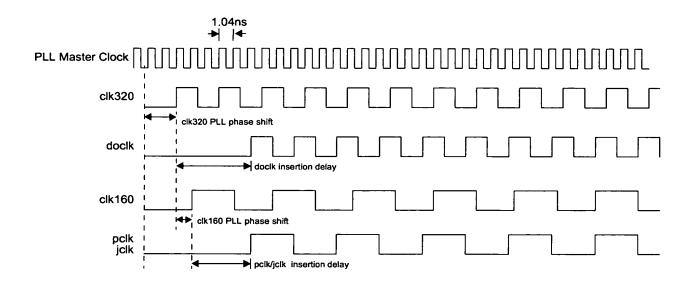


FIG. 67

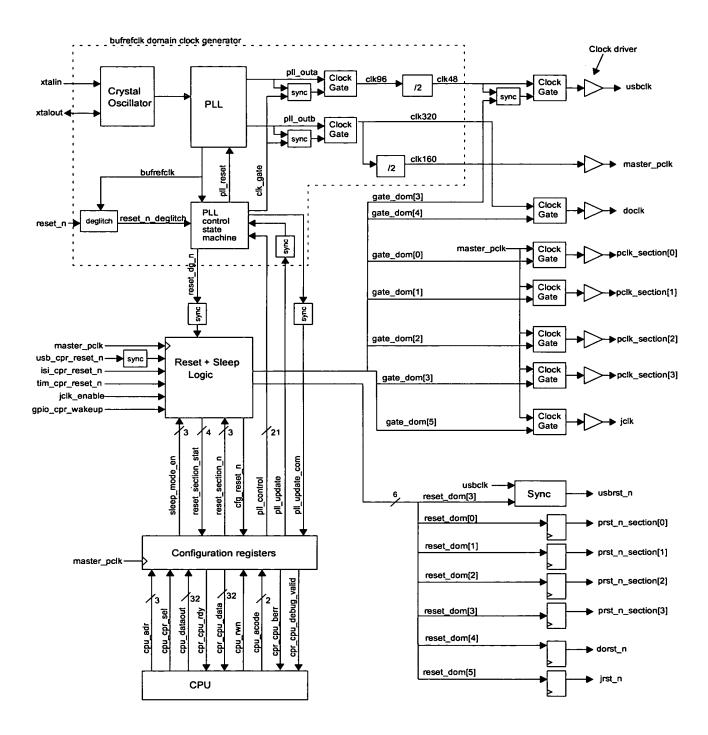


FIG. 68

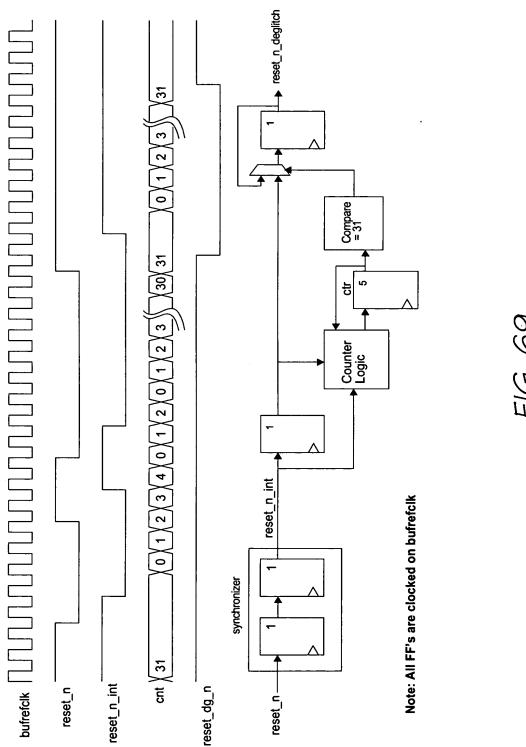
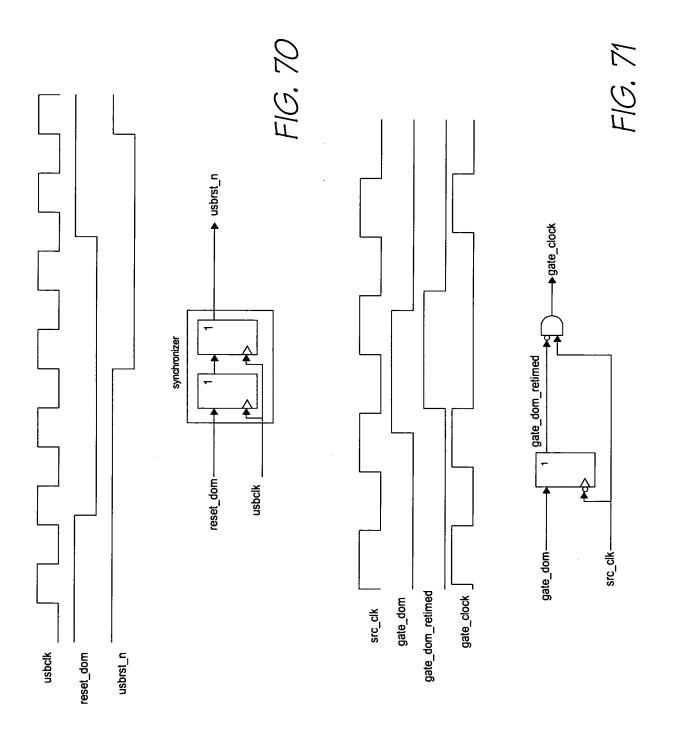
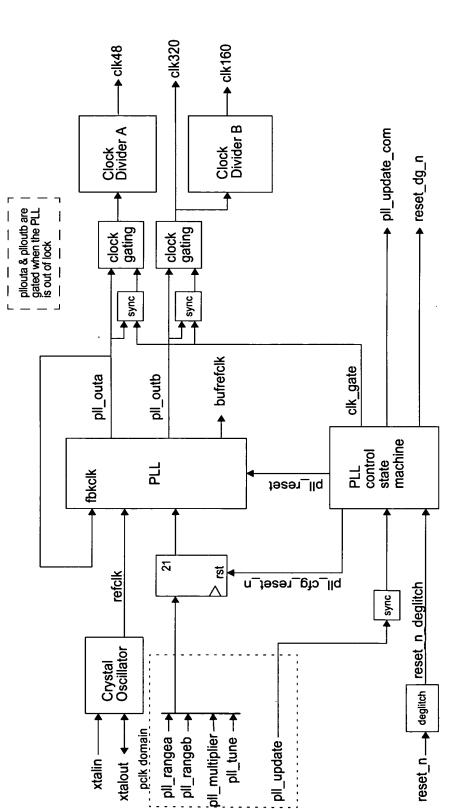


FIG. 69





Note: All logic clocked on bufrefclk unless otherwise indicated

FIG. 1/2

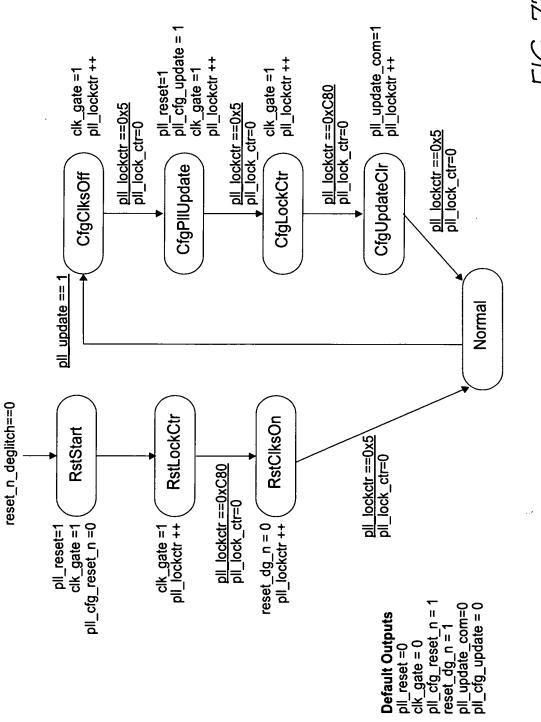
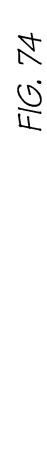
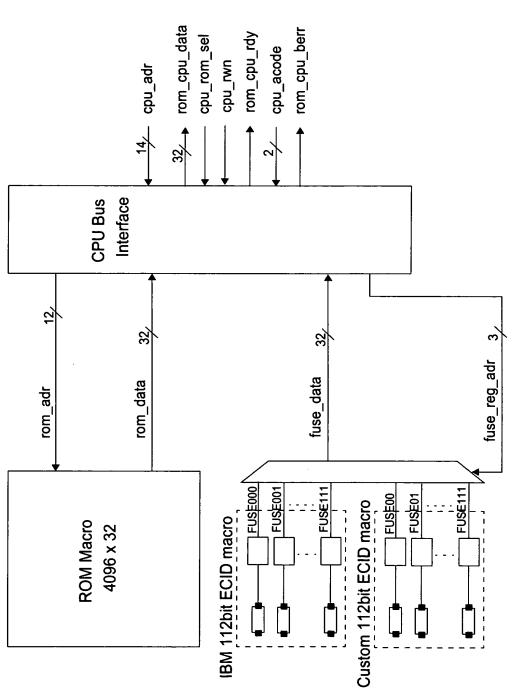


FIG. 73





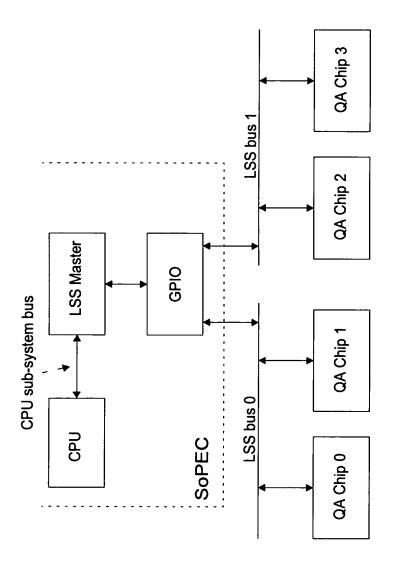
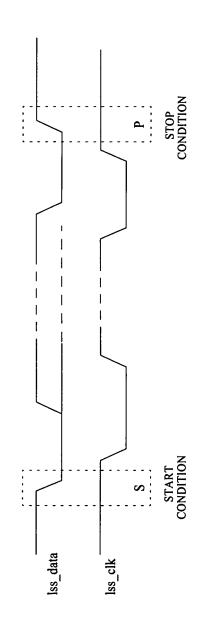


FIG. 75



ACK Ack / bits 7-1 bit 0 DATA ACK  $\left\langle \text{bits 7-1} \right\rangle \left\langle \text{bit 0} \right\rangle$ DATA ACK  $\begin{array}{c|c} & & & \\ & & & \\ \hline & S & & \\ \hline & START & ID byte[7:1] & R/\overline{W} \\ \hline & condition & \\ \end{array}$ bits 7 - 1 | bit 0 | lss\_data lss\_clk

FIG. 77

S = Start condition
A = Ack
N = Nack
P = Stop condition
Shaded bits driven by slave S = Start condition
A = Ack
N = Nack
P = Stop condition
Shaded bits driven by slave Д 4 Data(8) A FIG. 78 ..... Data(8) ٧ Data(8) V 0 ID byte[7:1] S

Byte M

Byte M-1

Byte 0

Ъ Z Byte M - - ► Data(8) A Data(8) A Data(8) Byte 0 A ID byte[7:1] S

FIG. 79

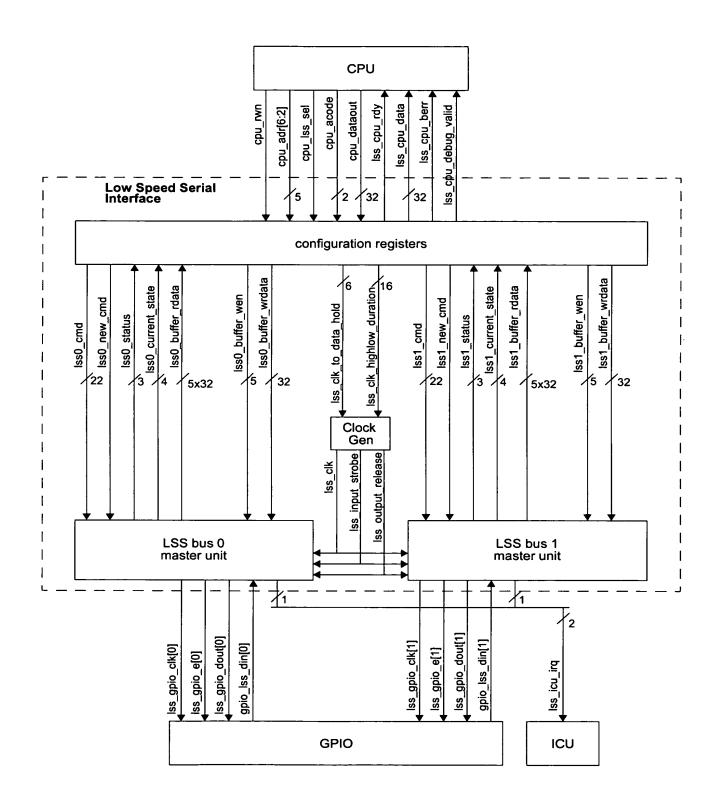


FIG. 80

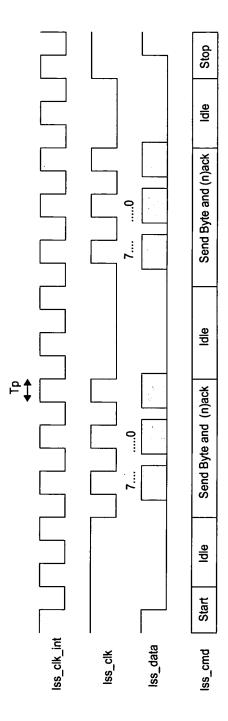
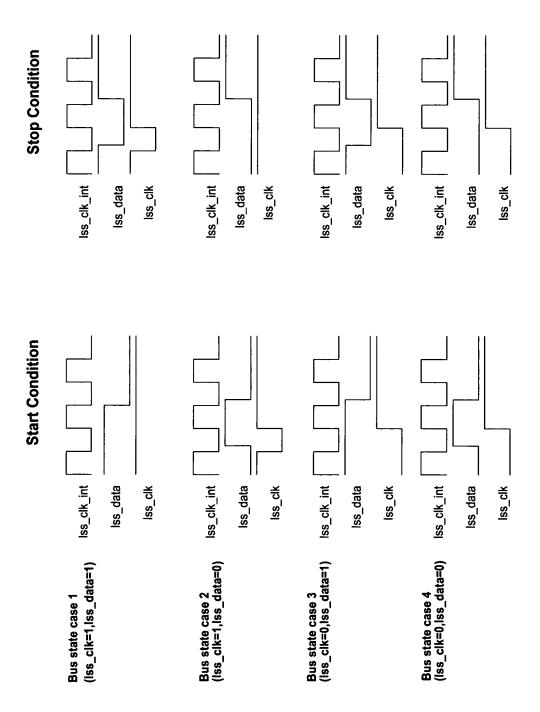


FIG. 81



F1G. 82

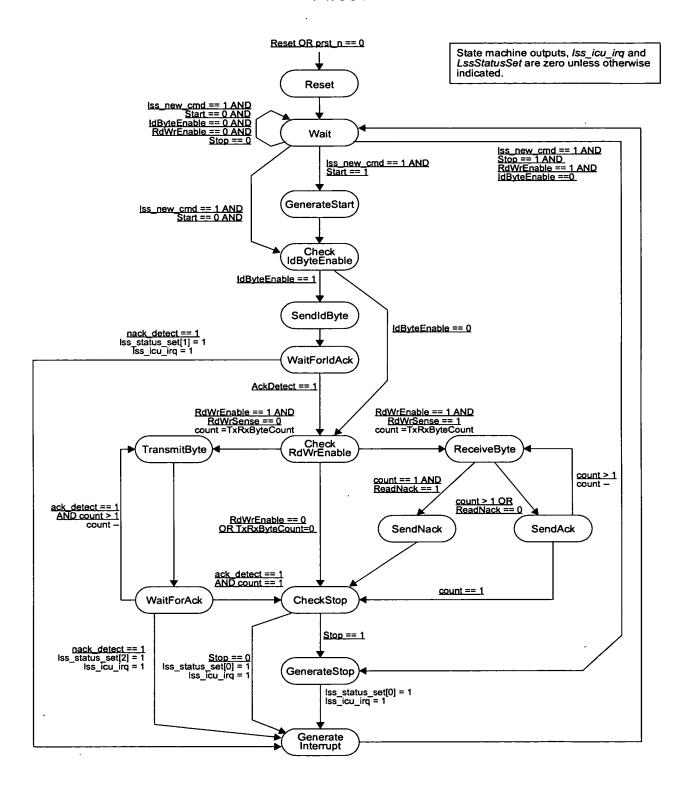
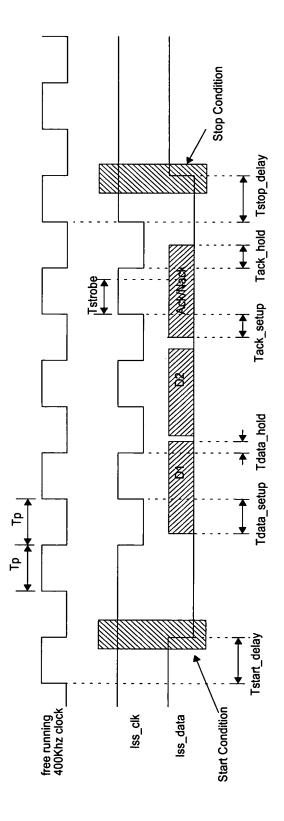


FIG. 83



F1G. 84

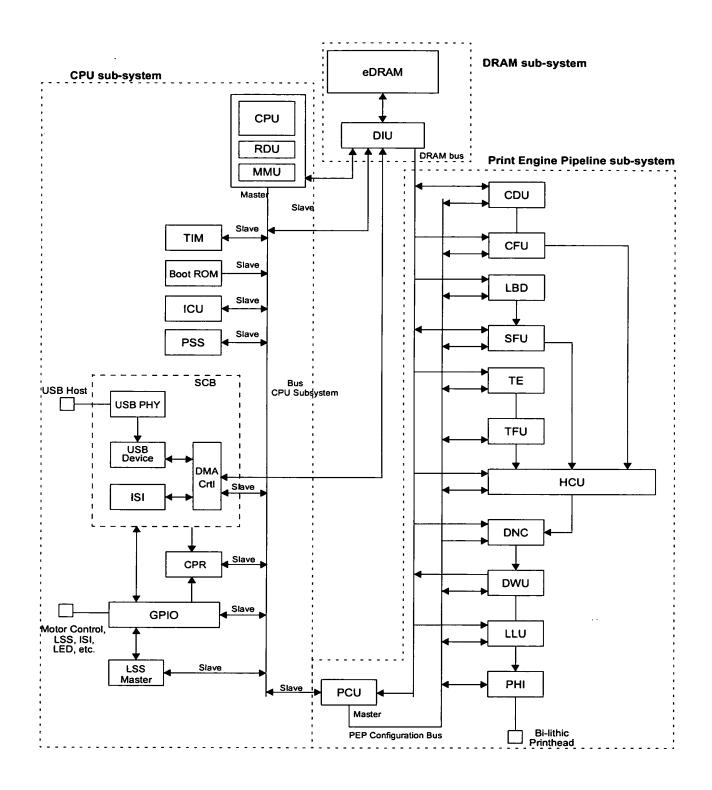


FIG. 85

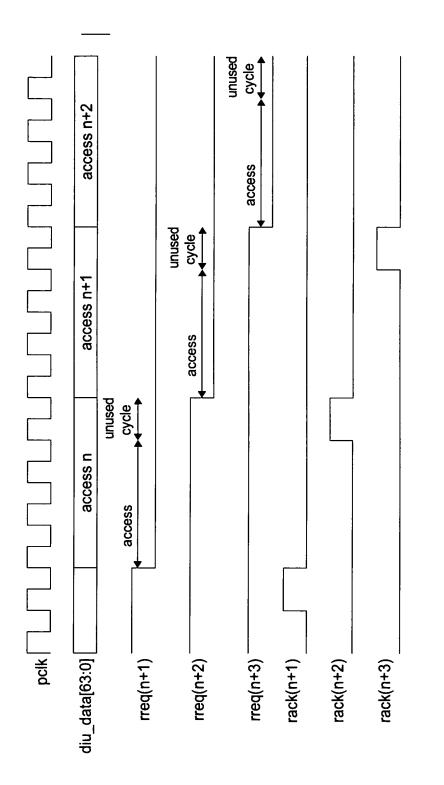


FIG. 86

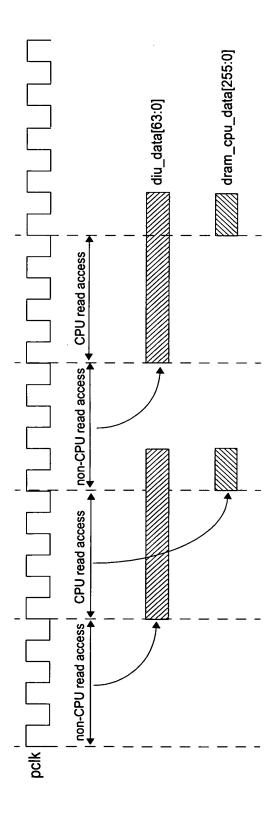


FIG. 87

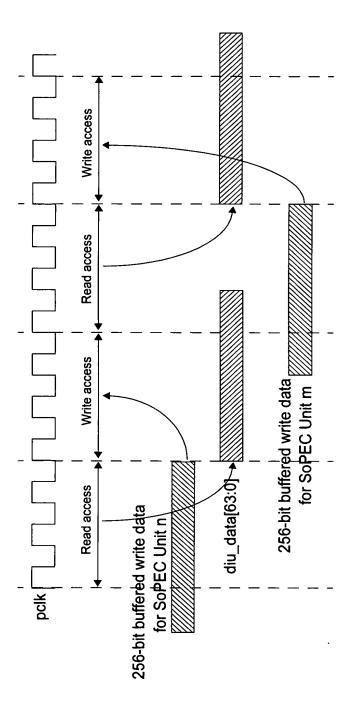


FIG. 88

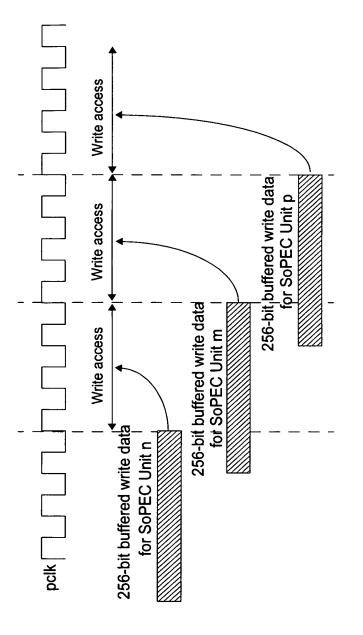


FIG. 89

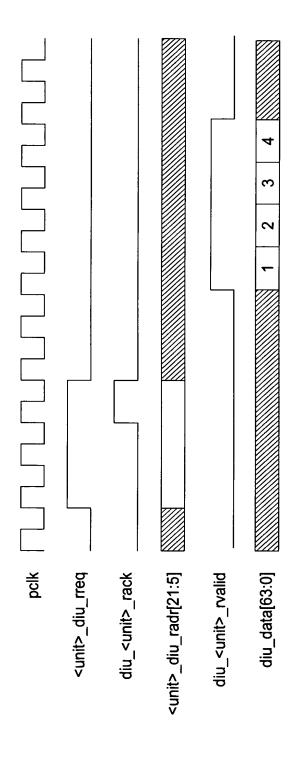


FIG. 90

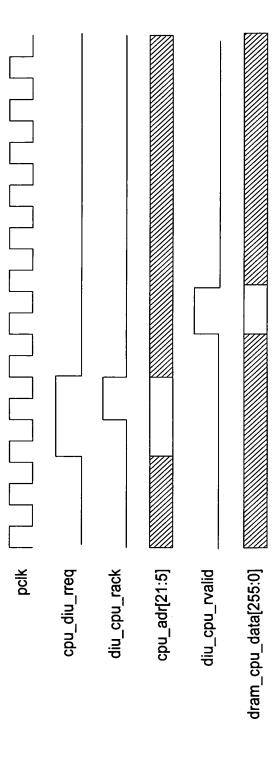


FIG. 91

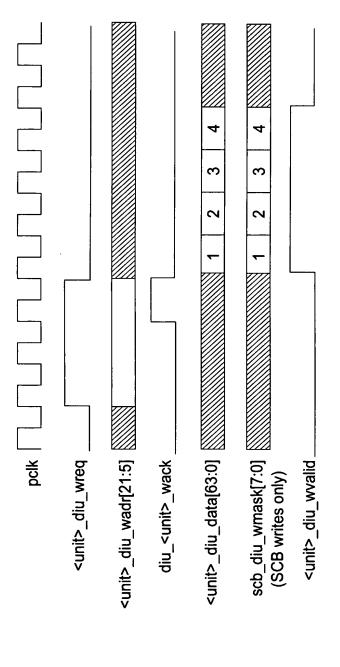


FIG. 92

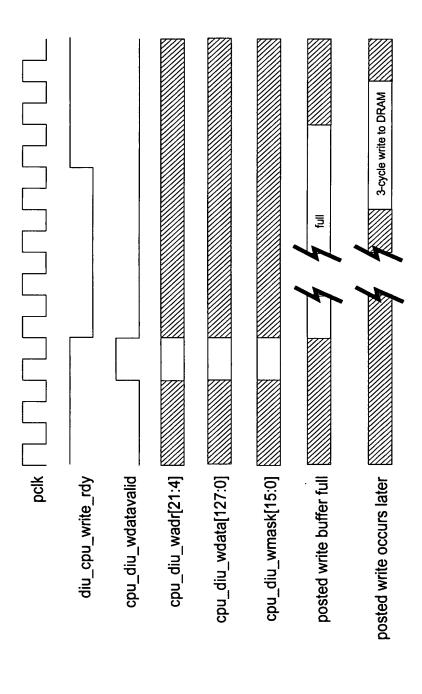


FIG. 93

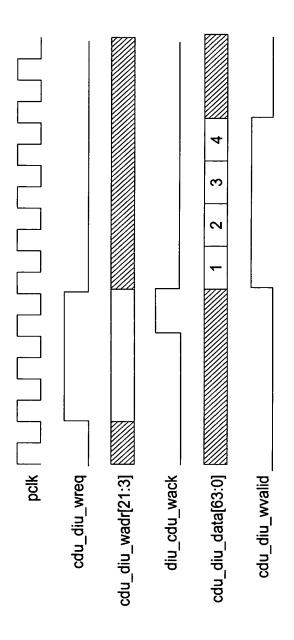


FIG. 94

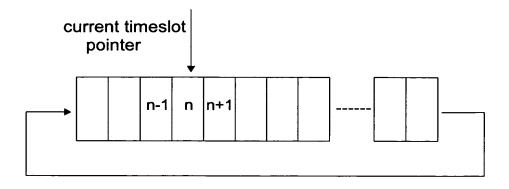


FIG. 95

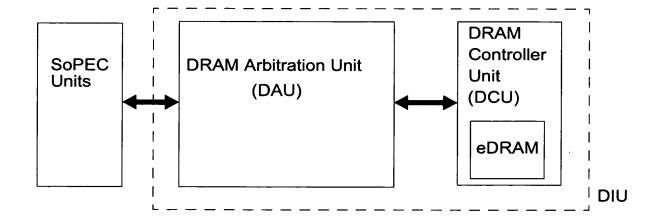


FIG. 100

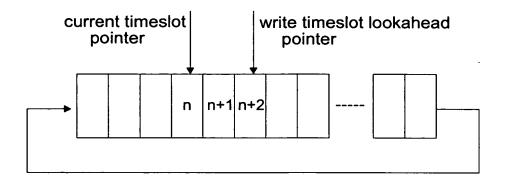


FIG. 96

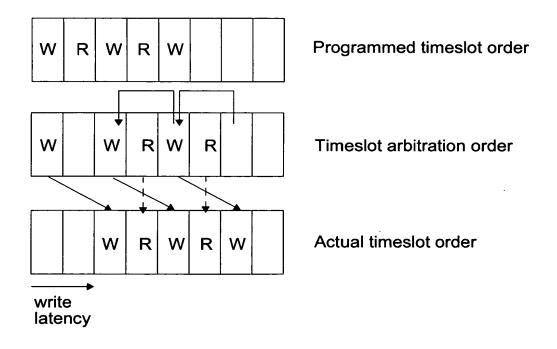


FIG. 97

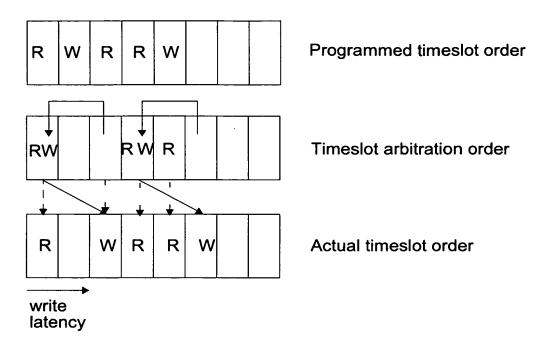


FIG. 98

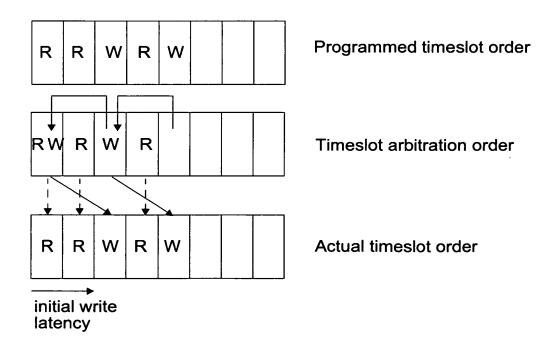


FIG. 99

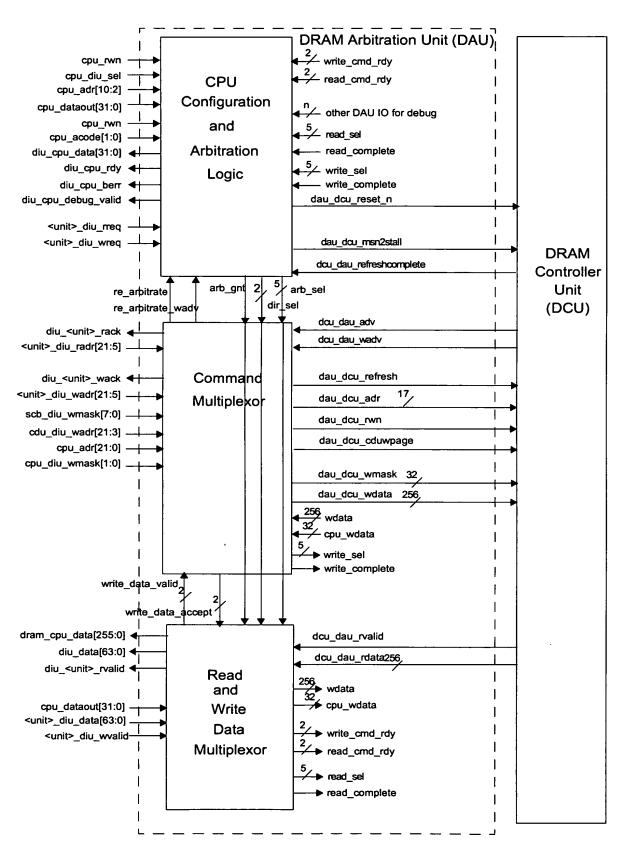


FIG. 101

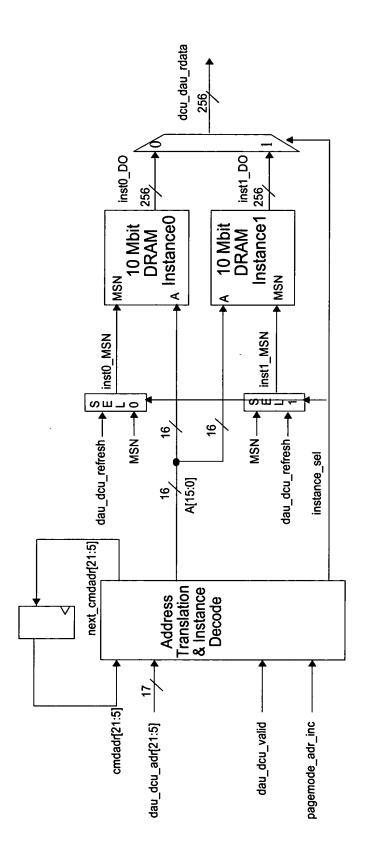


FIG. 102

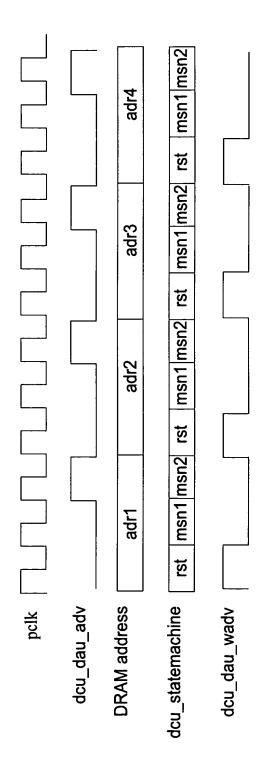


FIG. 103

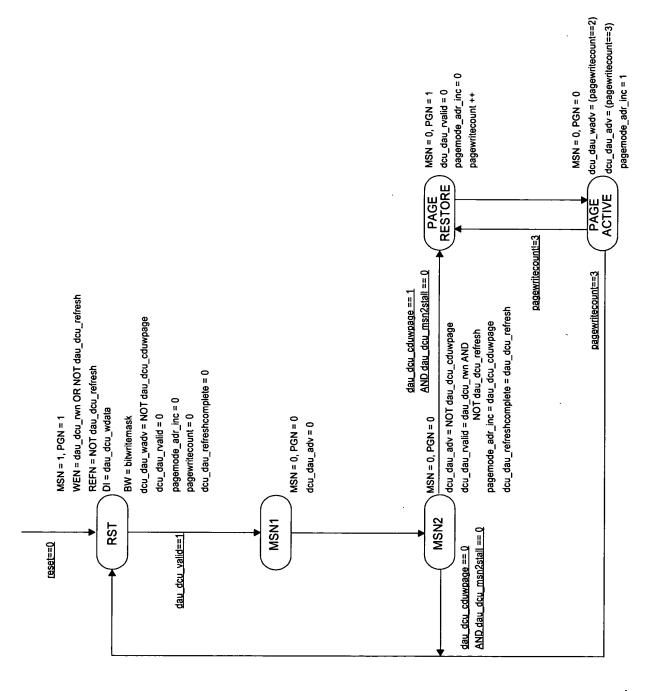


FIG. 104

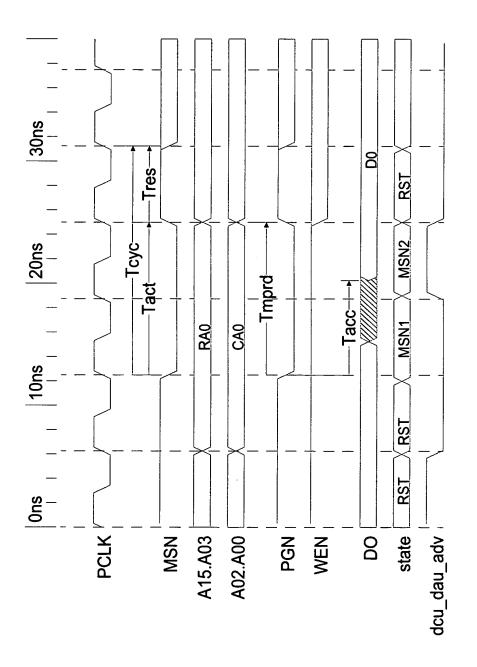


FIG. 105

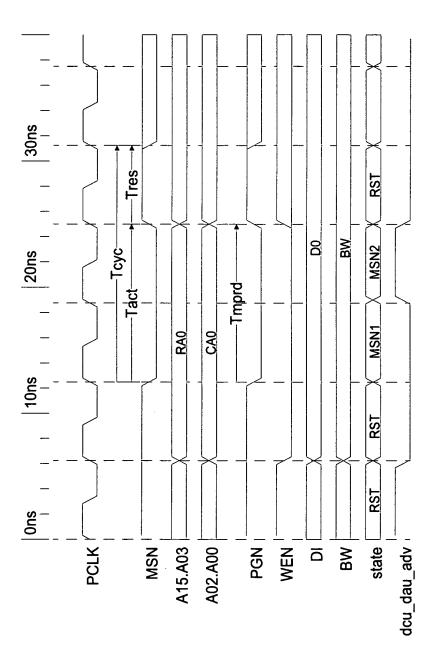


FIG. 106

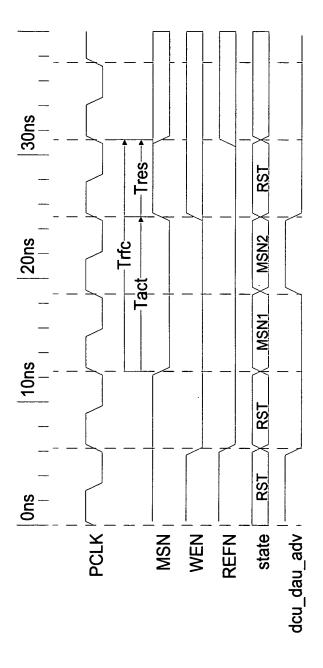


FIG. 107

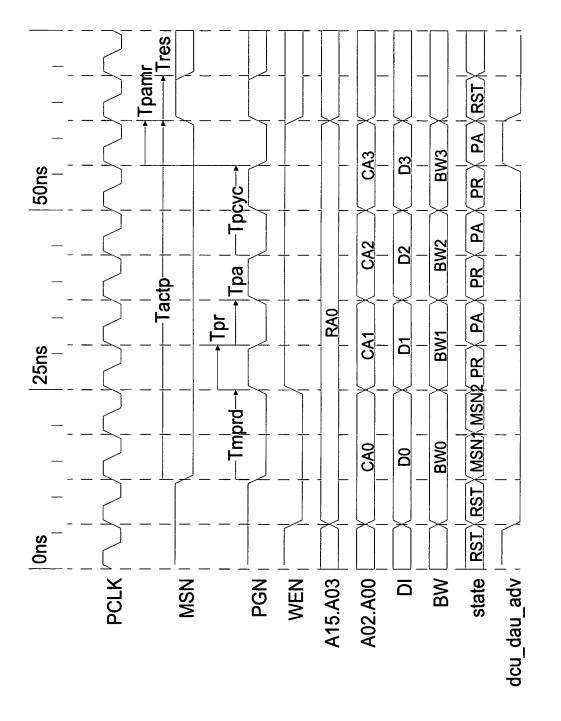


FIG. 108

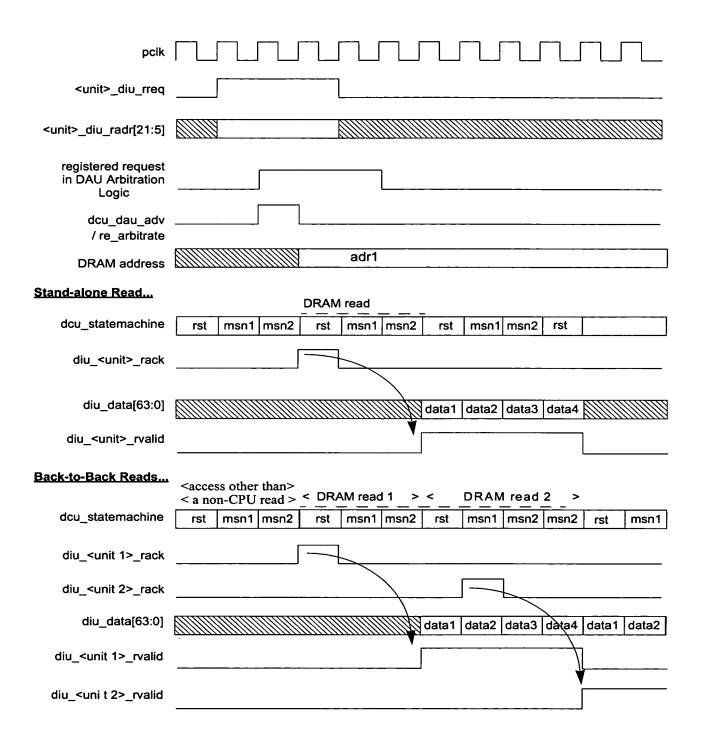


FIG. 109

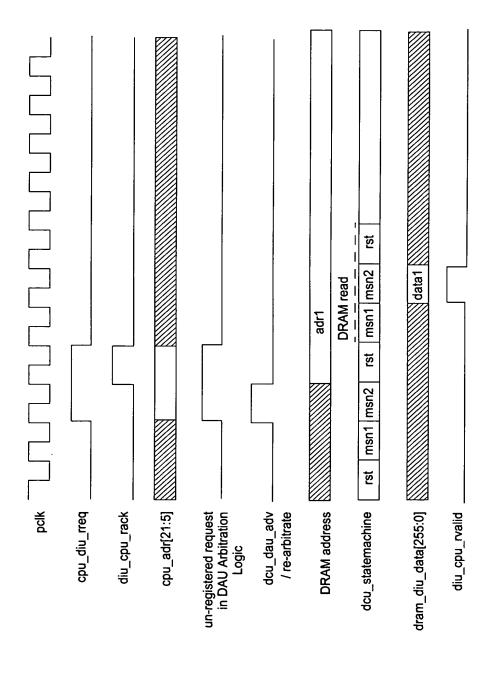
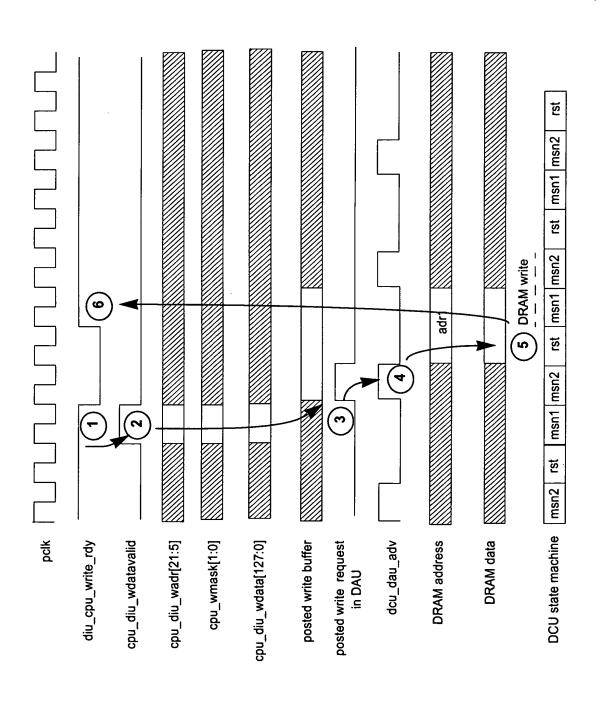
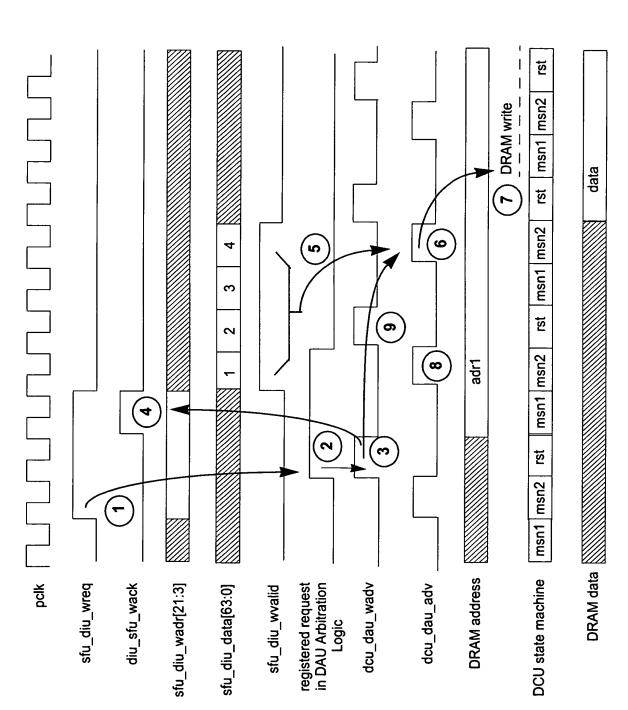


FIG. 110

NV QC
access
(MSN2)
acc = 8 ns +
cycle 4

FIG. 11





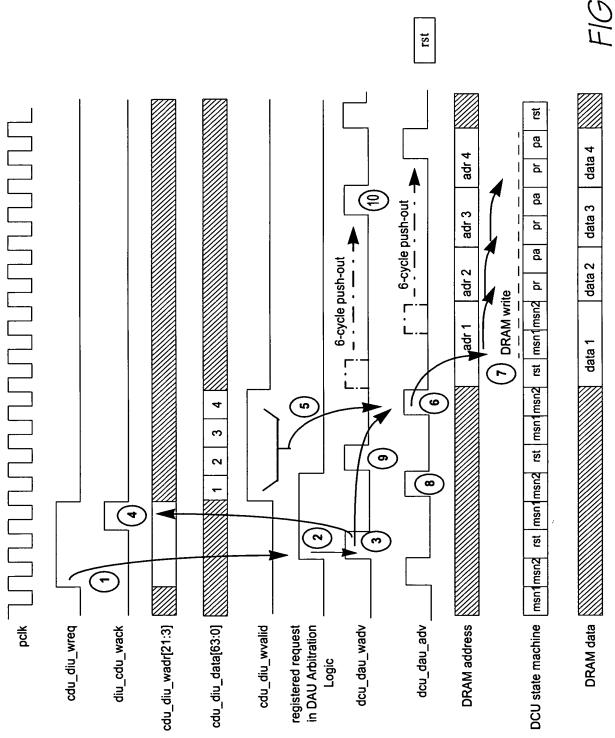
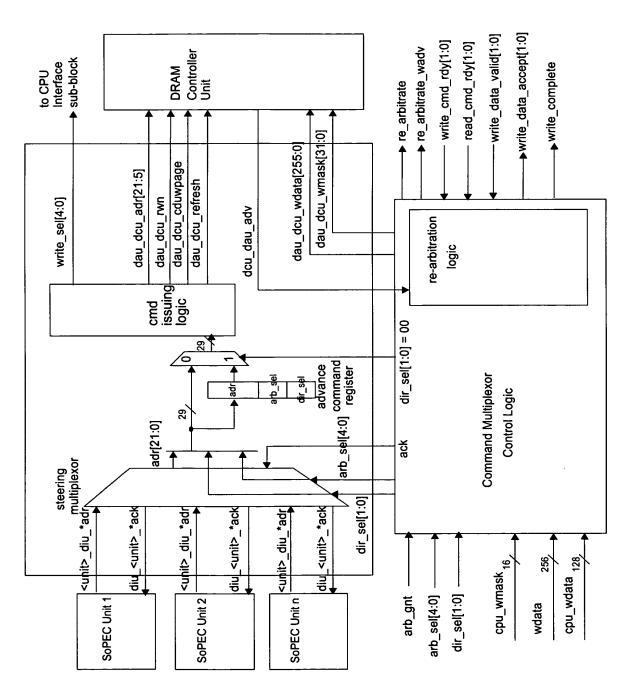


FIG. 114



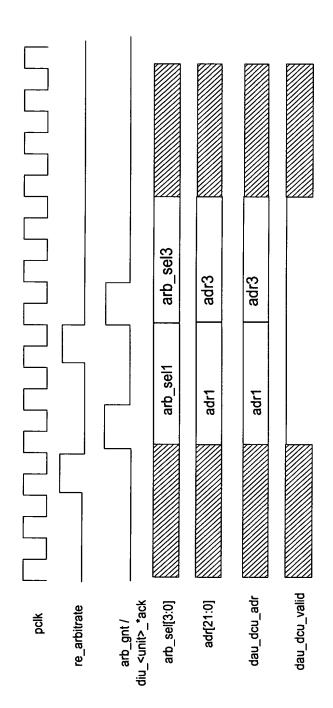


FIG. 116

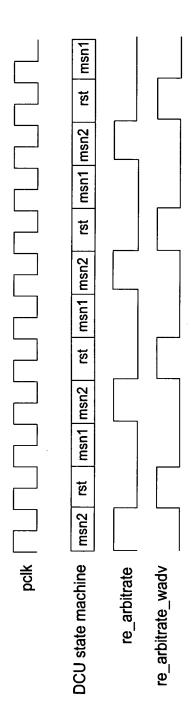


FIG. 117

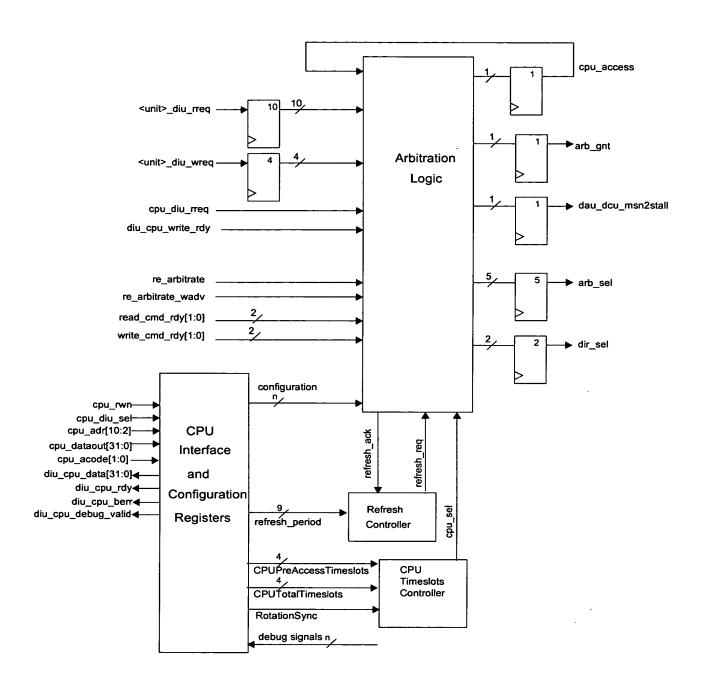


FIG. 118

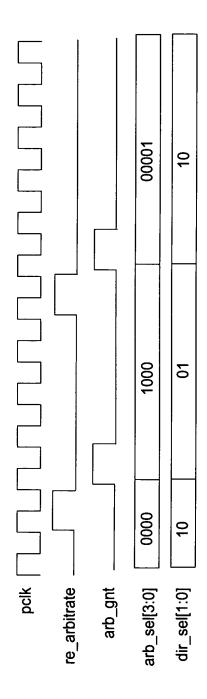


FIG. 119

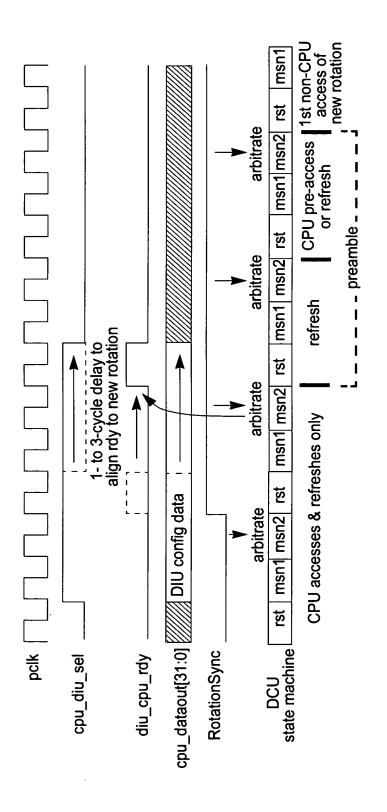


FIG. 120

## 106/331

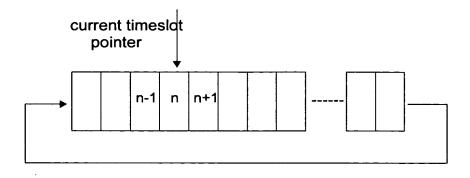


FIG. 121

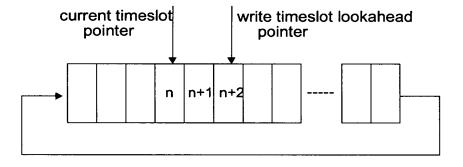


FIG. 122

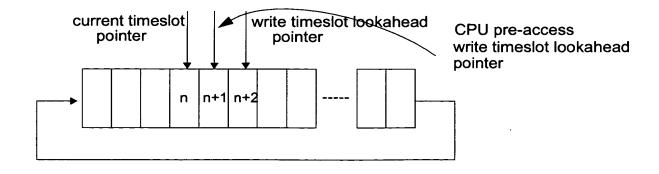


FIG. 123

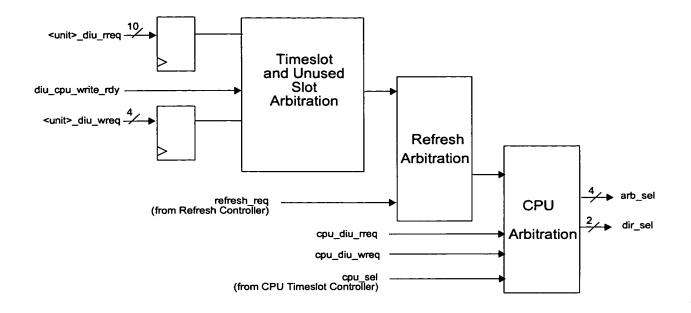


FIG. 124

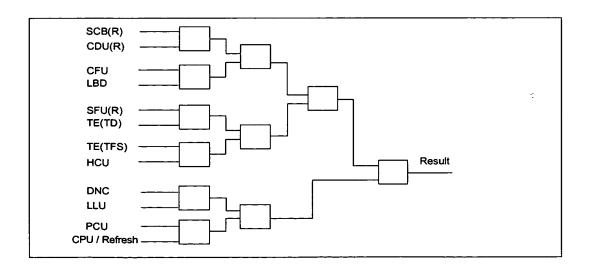
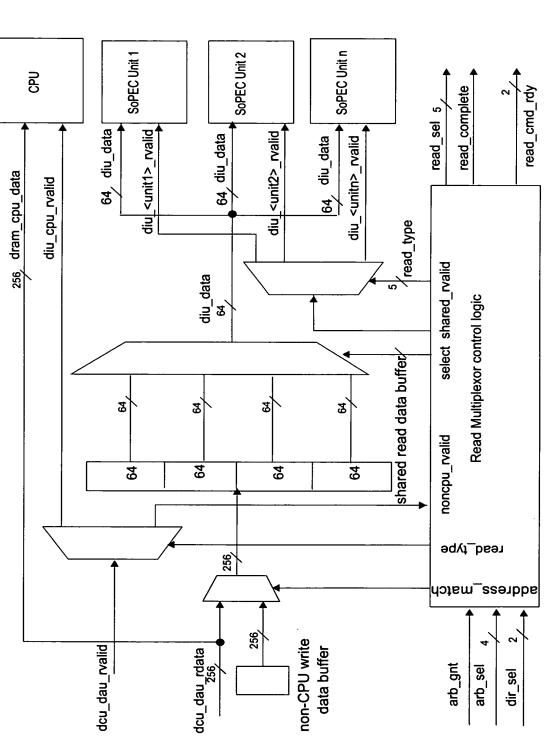


FIG. 125





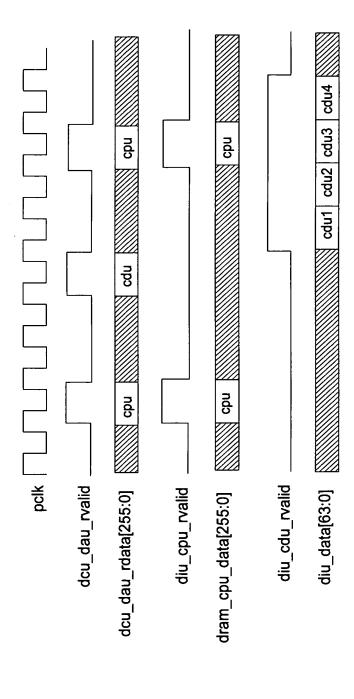


FIG. 127

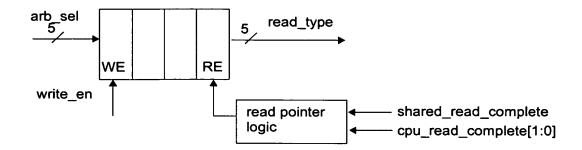


FIG. 128

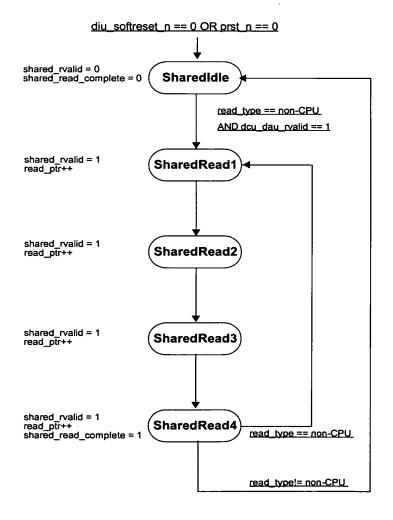


FIG. 129

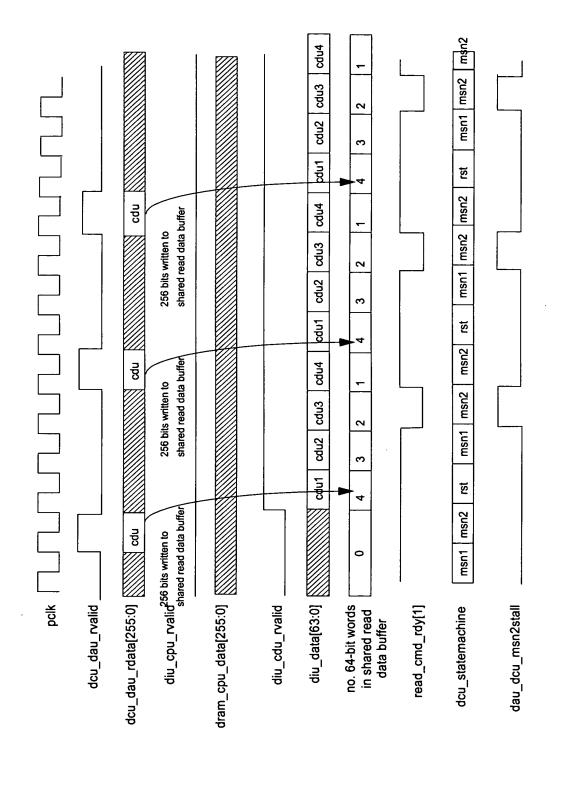


FIG. 130

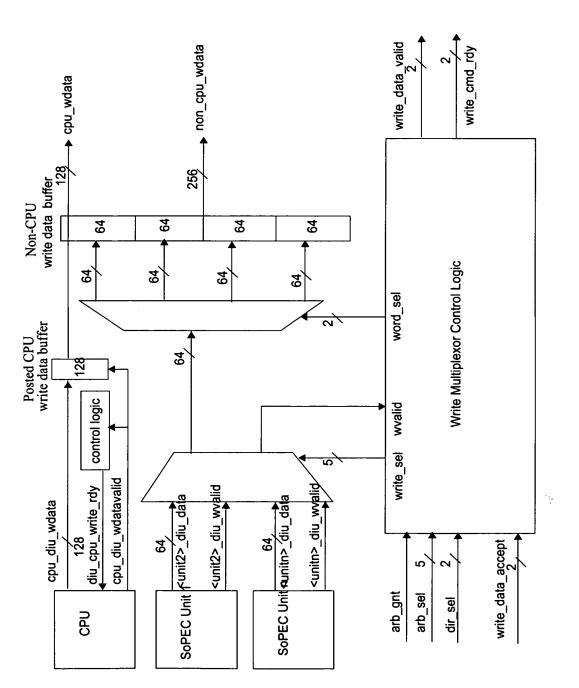


FIG. 131

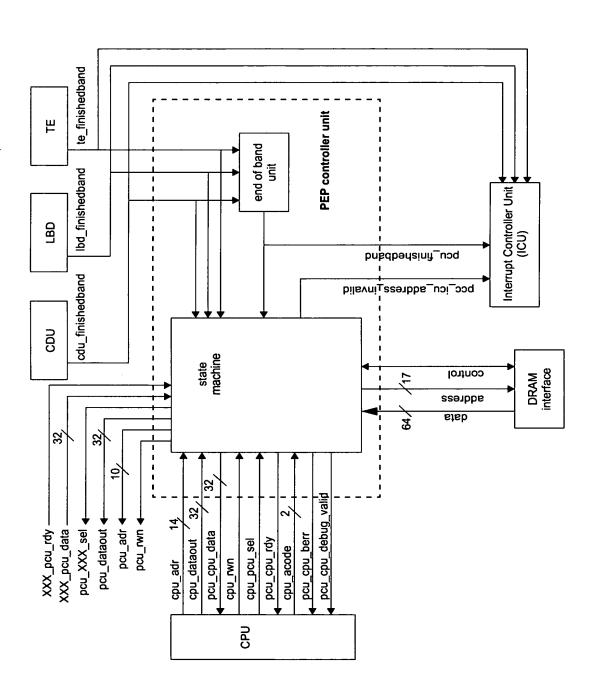


FIG. 132

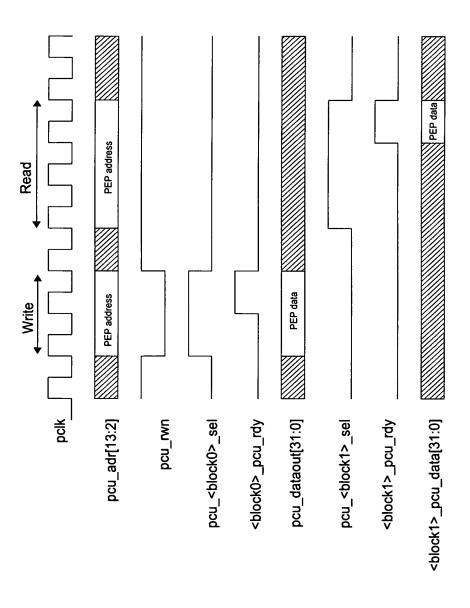


FIG. 133

## State Machine A

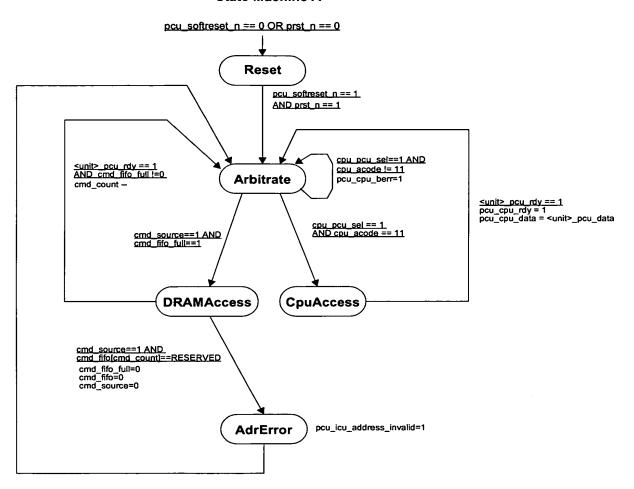
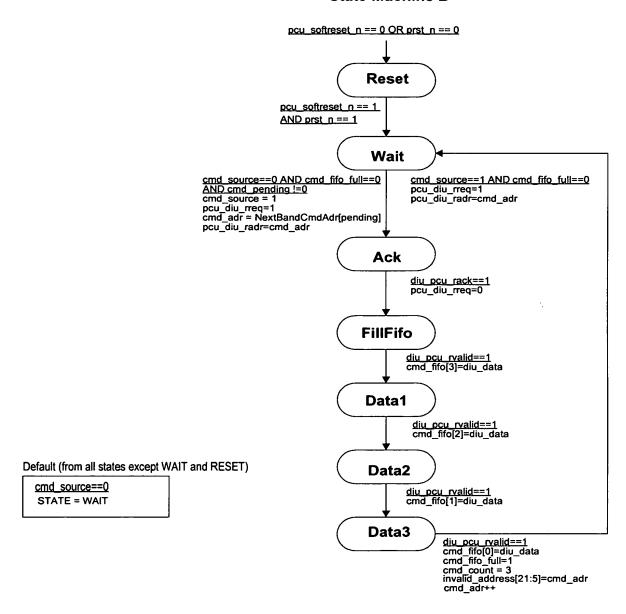


FIG. 134

## State Machine B



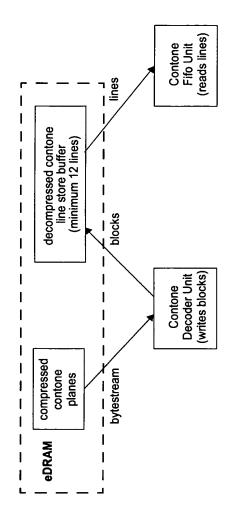


FIG. 136

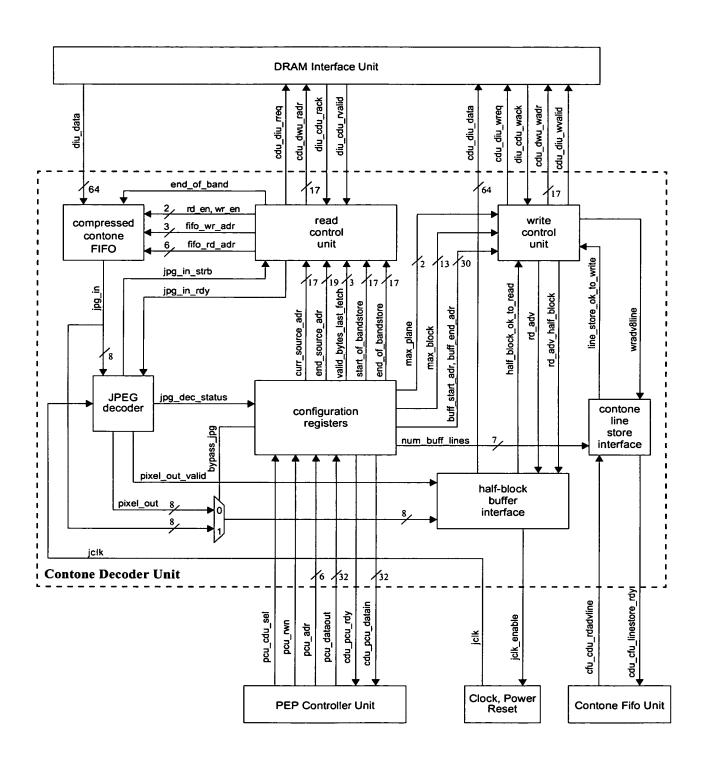


FIG. 137

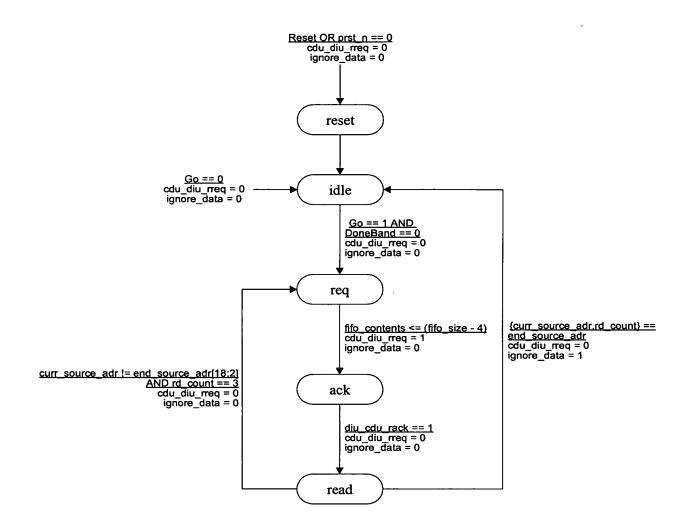


FIG. 138

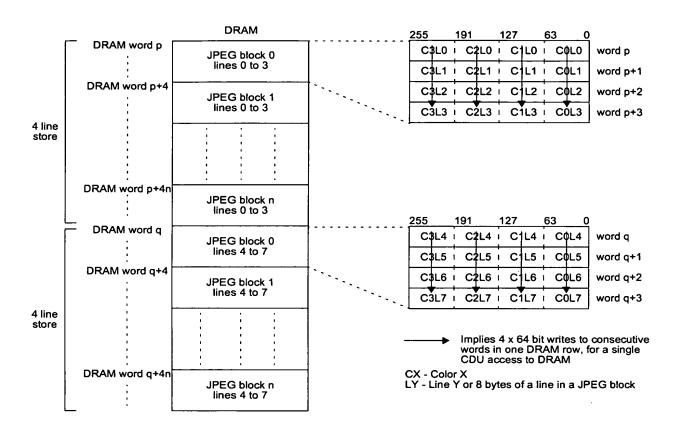
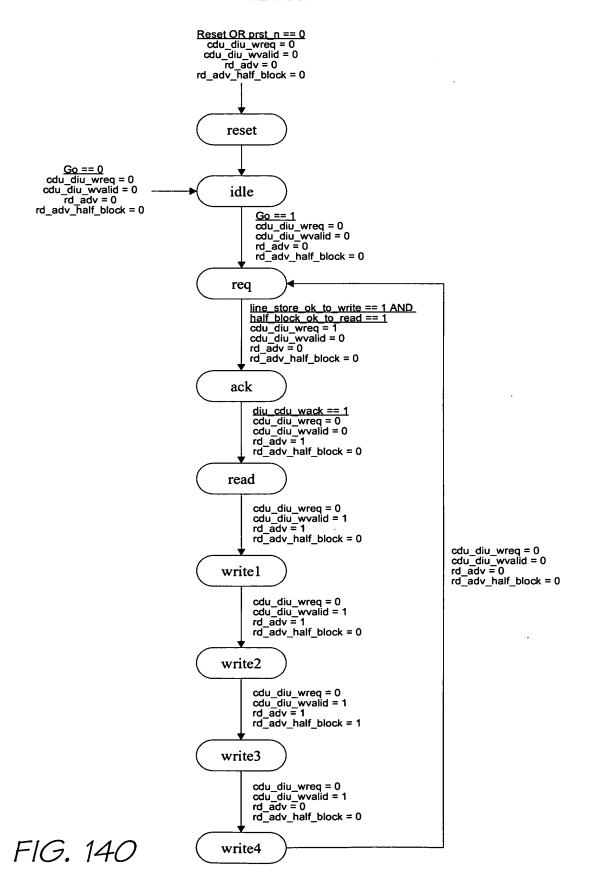


FIG. 139

## 121/331



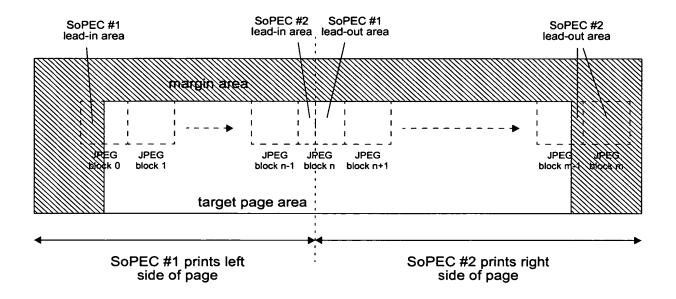


FIG. 141

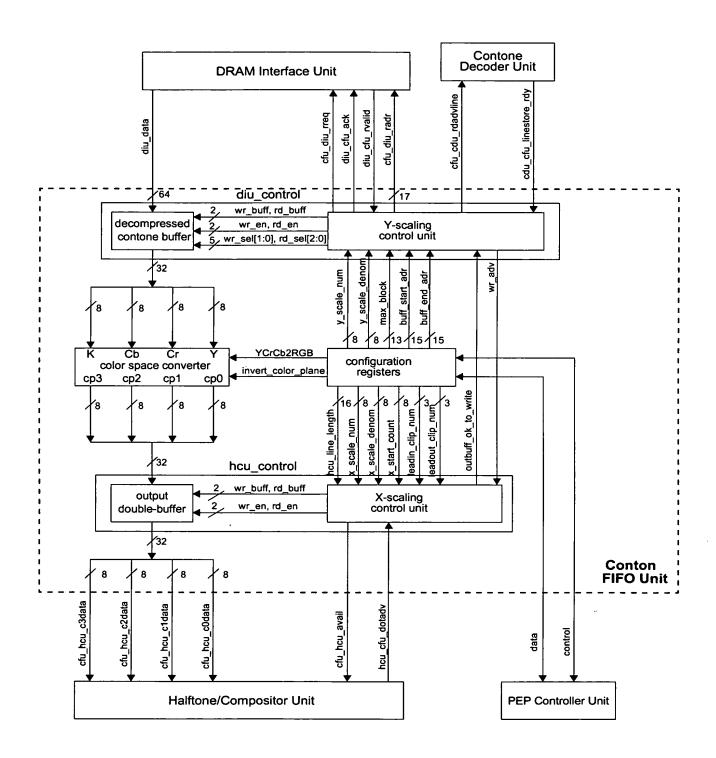


FIG. 142

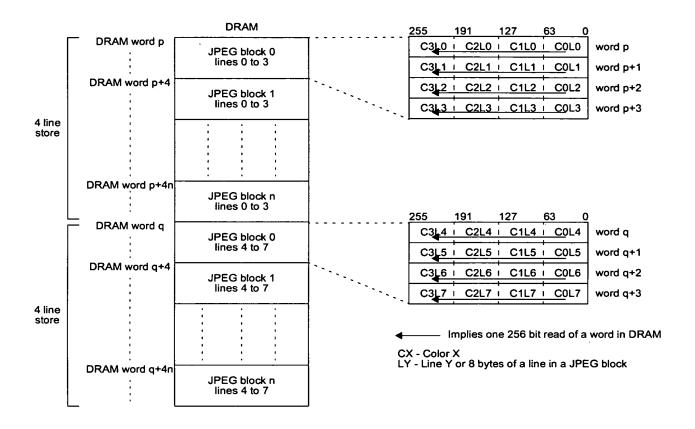


FIG. 143

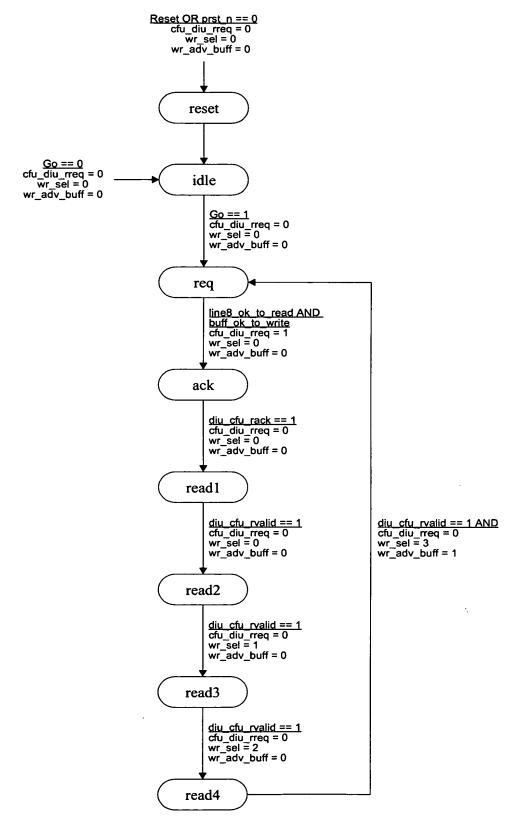


FIG. 144

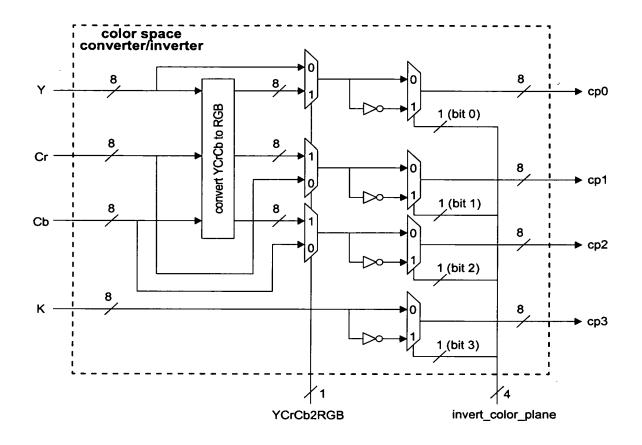


FIG. 145

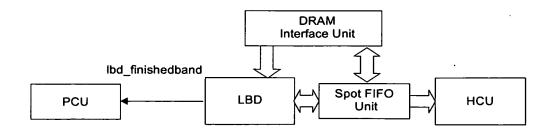


FIG. 146

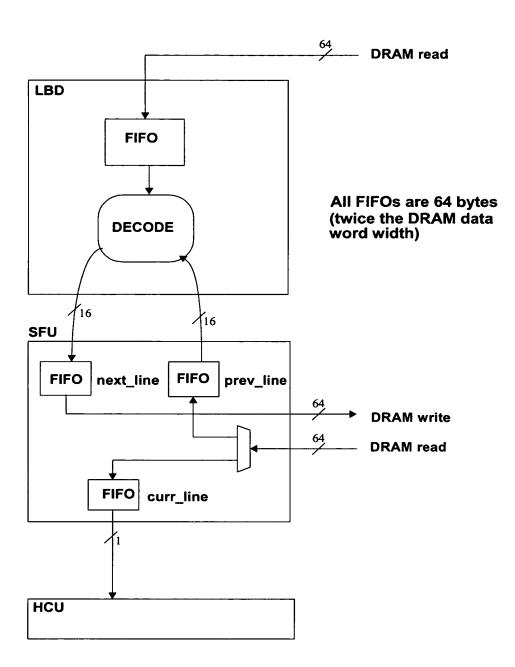


FIG. 147

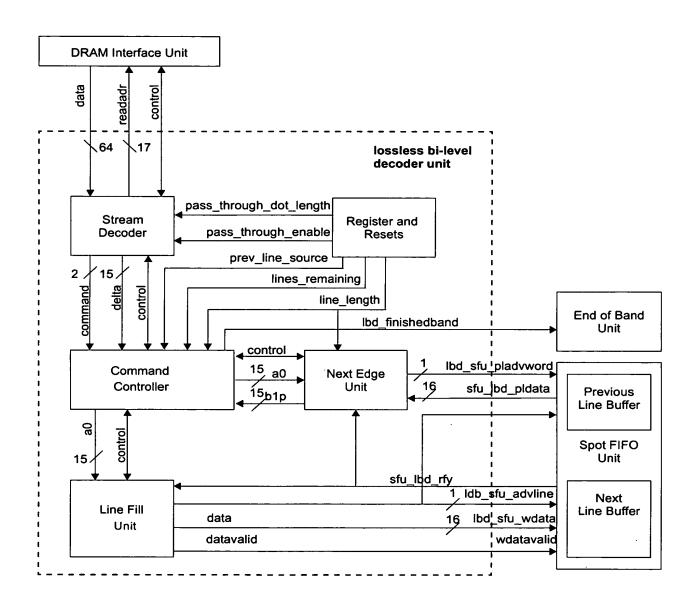


FIG. 148

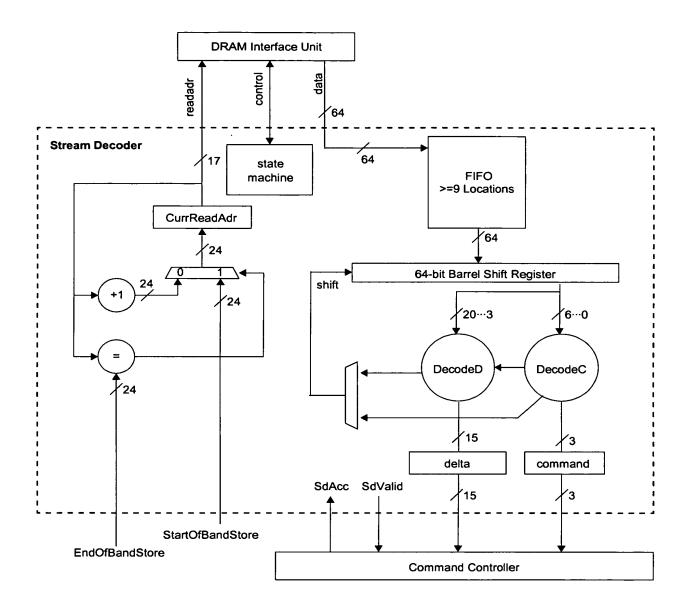


FIG. 149

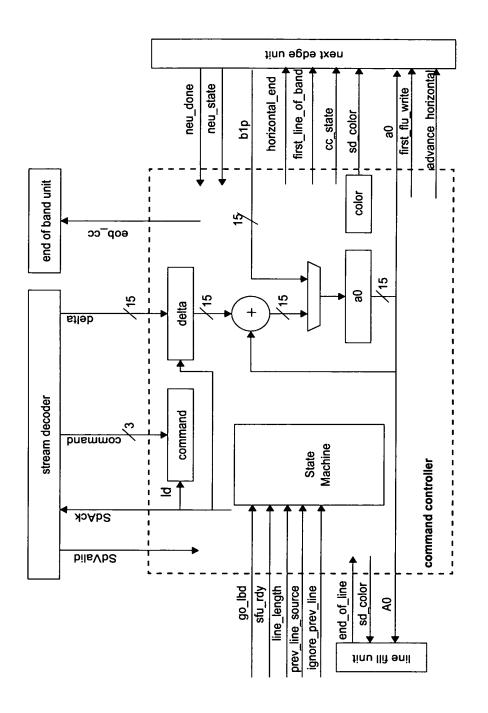


FIG. 150

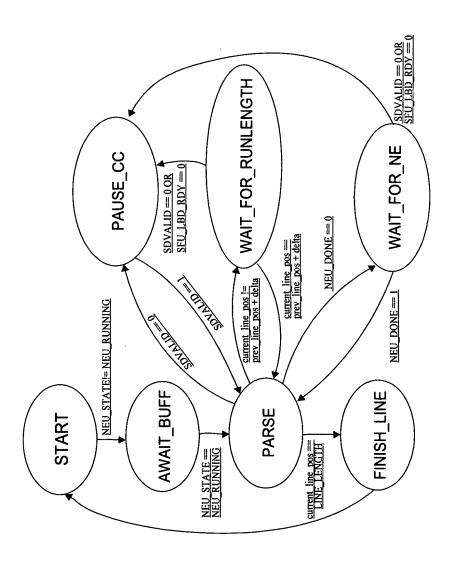


FIG. 151

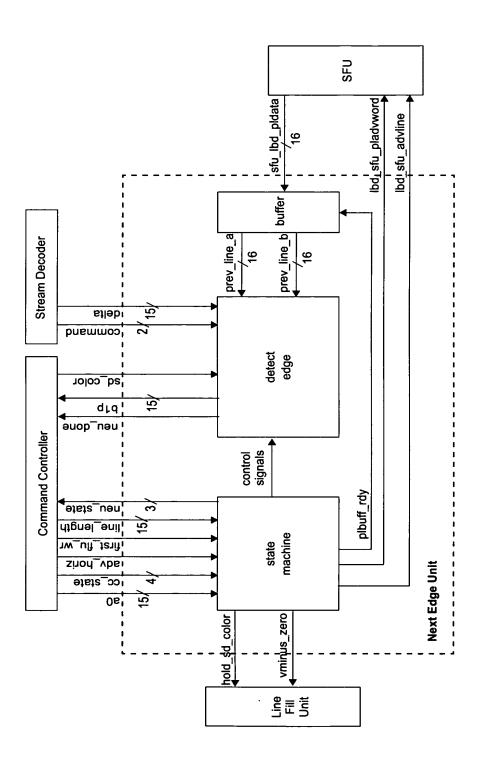


FIG. 152

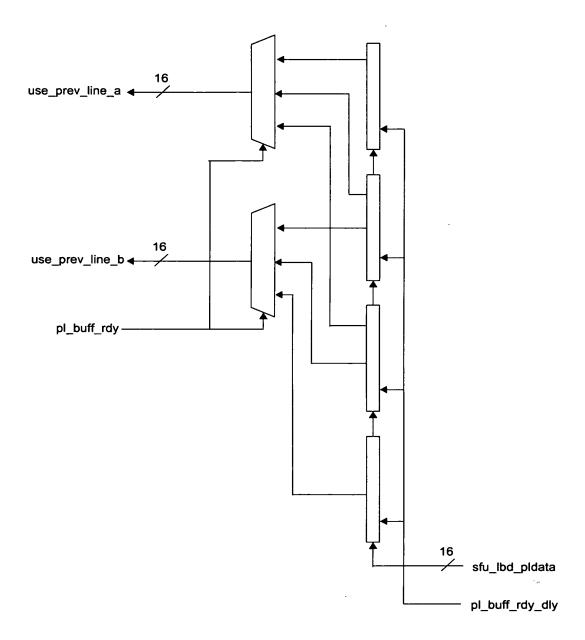


FIG. 153

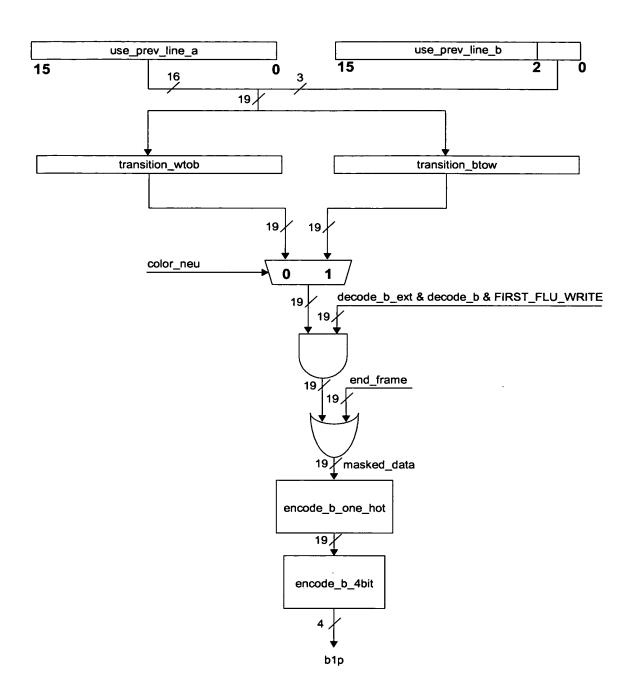


FIG. 154

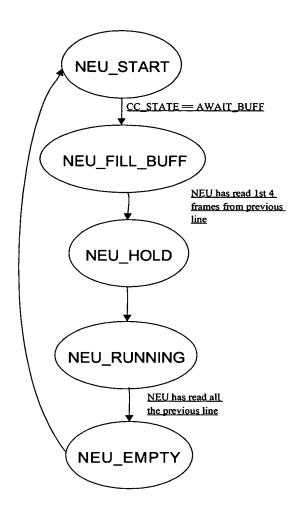


FIG. 155

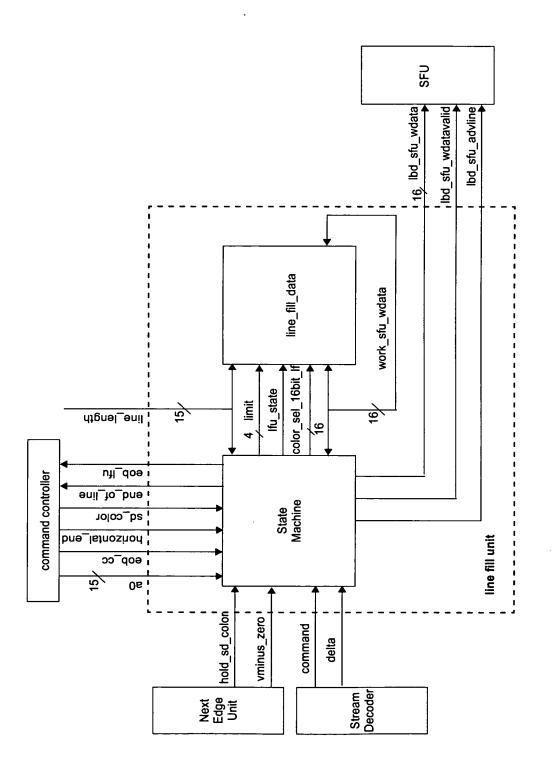


FIG. 150

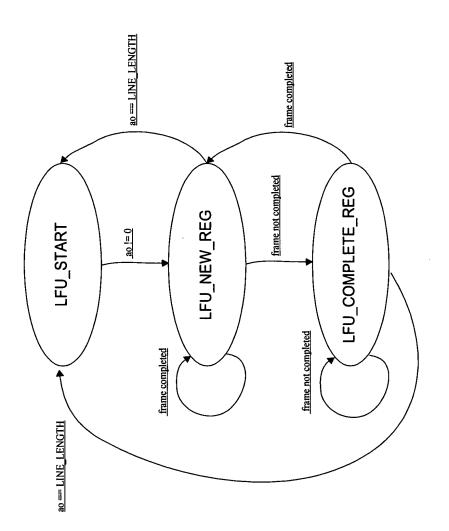


FIG. 157

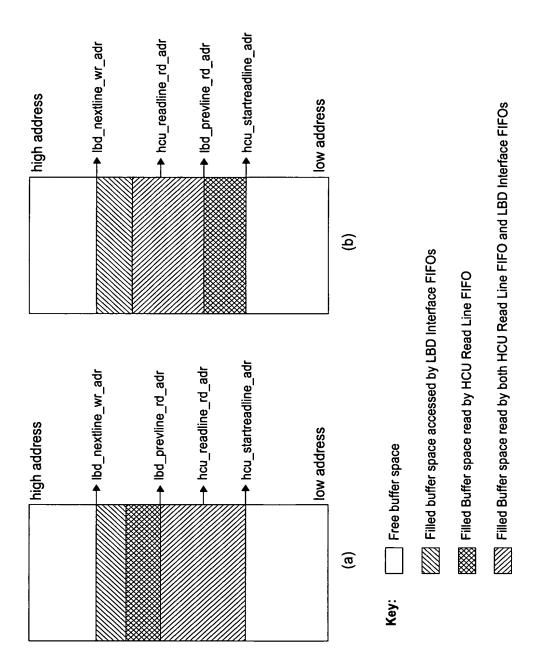


FIG. 158

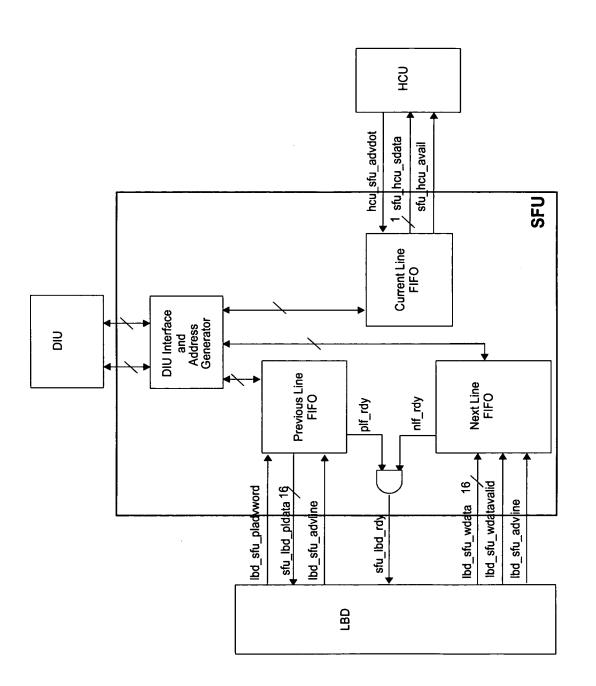


FIG. 159

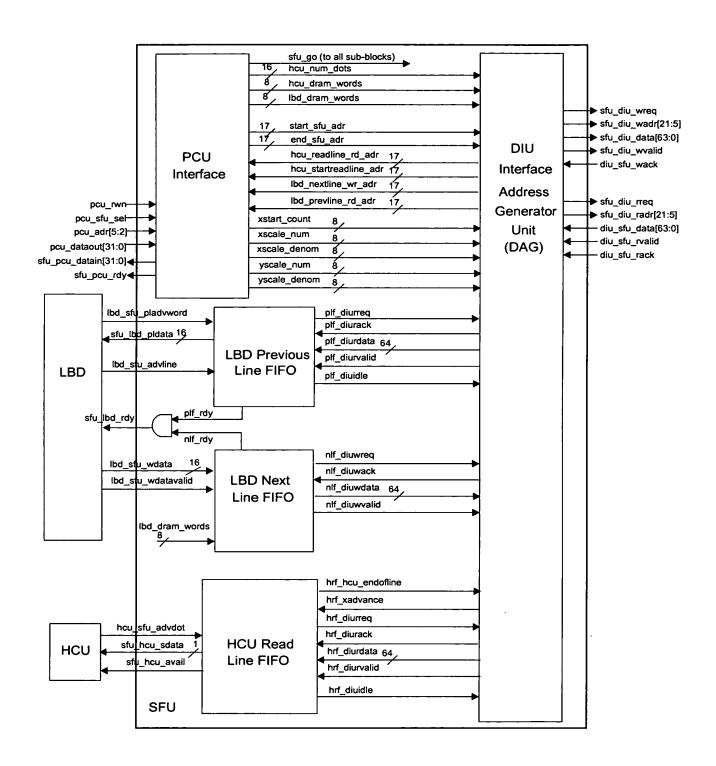


FIG. 160

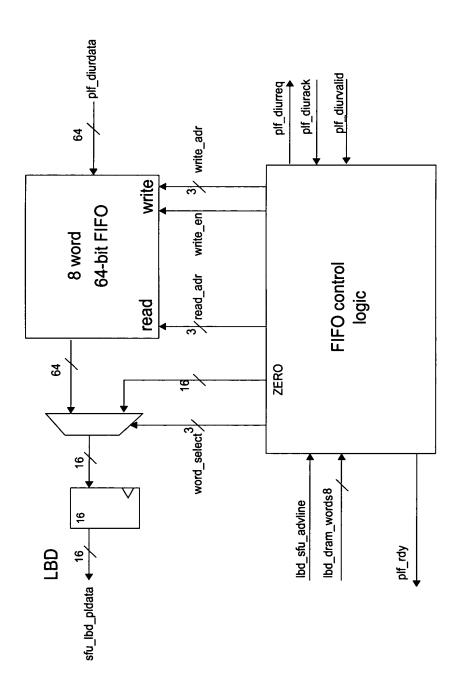


FIG. 161

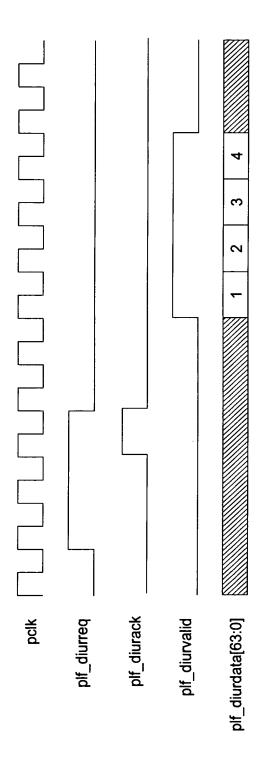


FIG. 162

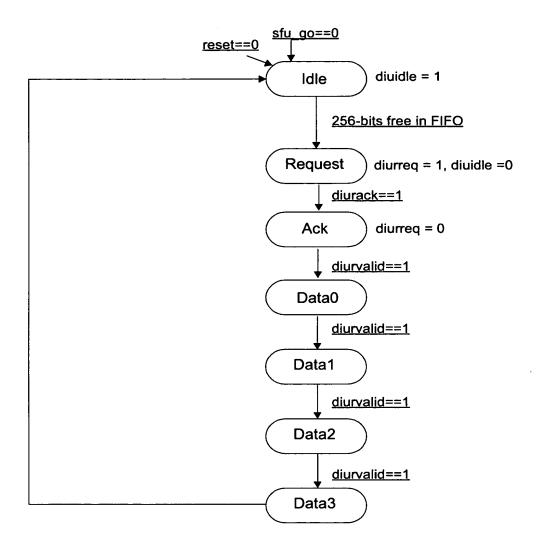


FIG. 163

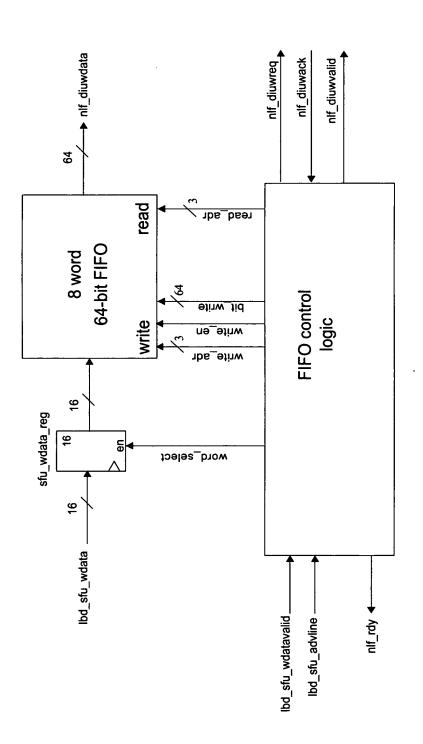
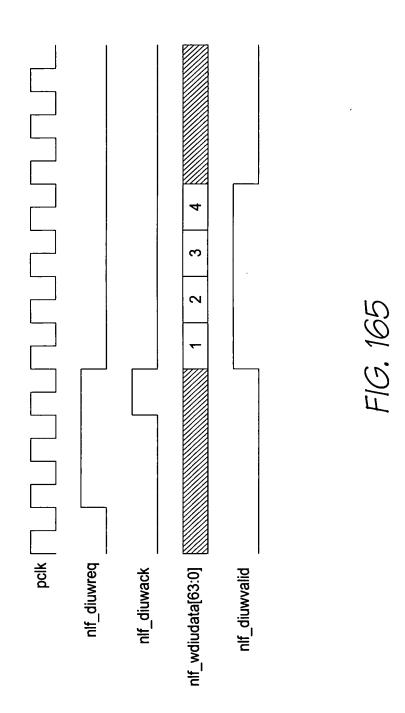


FIG. 164



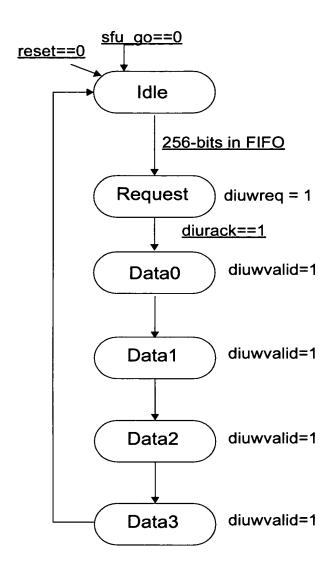


FIG. 166

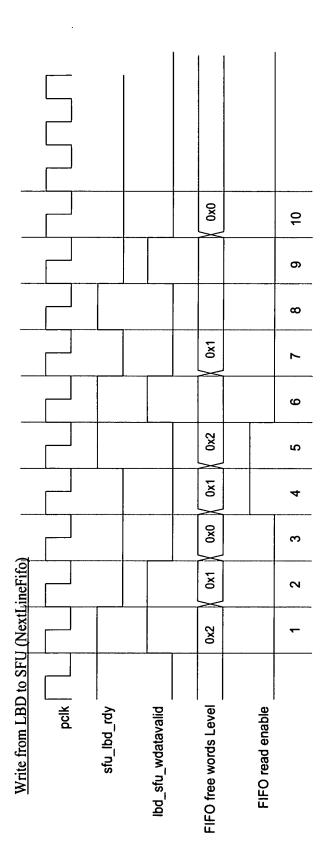


FIG. 167

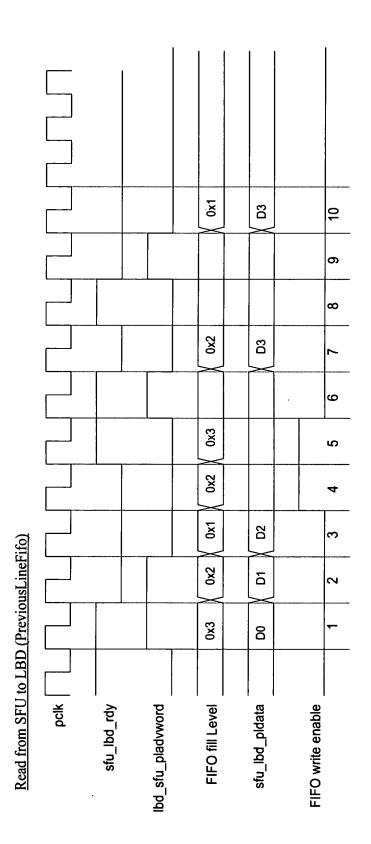


FIG. 168

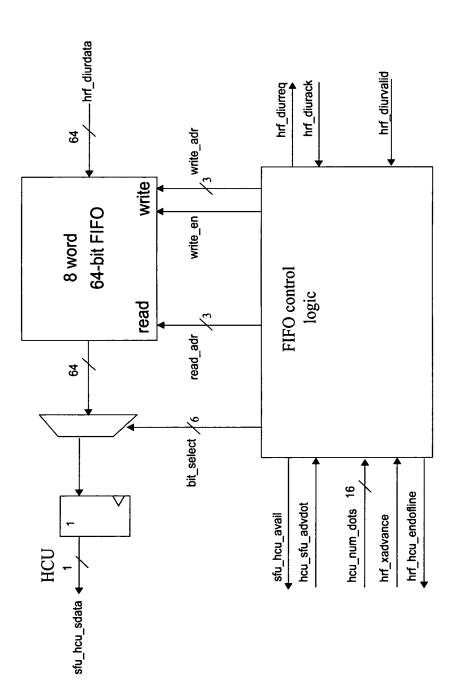


FIG. 169

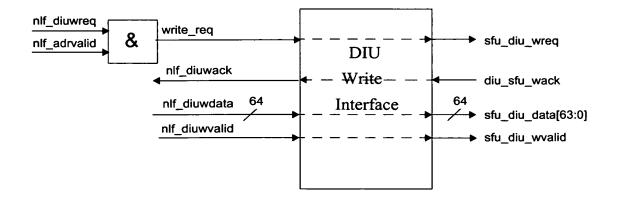


FIG. 170

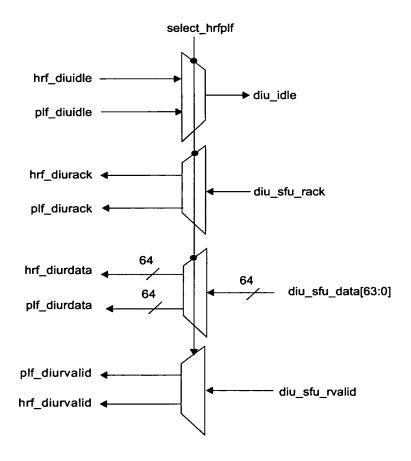


FIG. 171

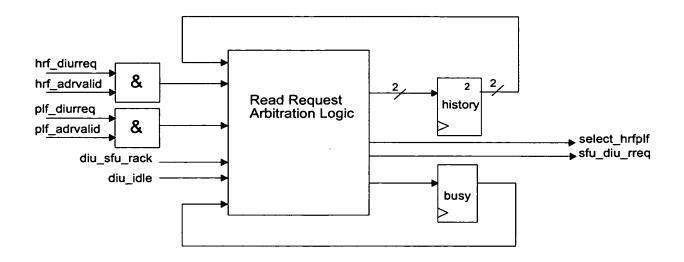


FIG. 172

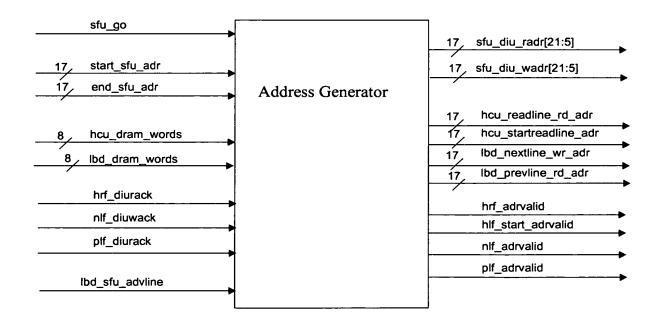


FIG. 173

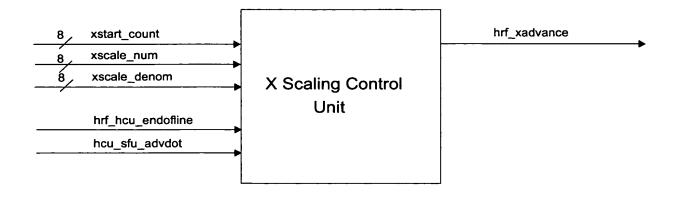


FIG. 174

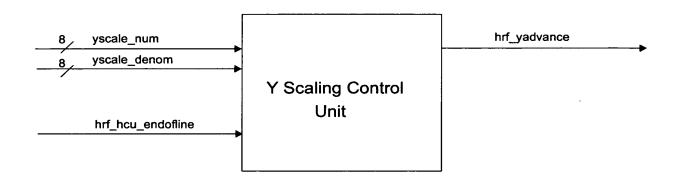


FIG. 175

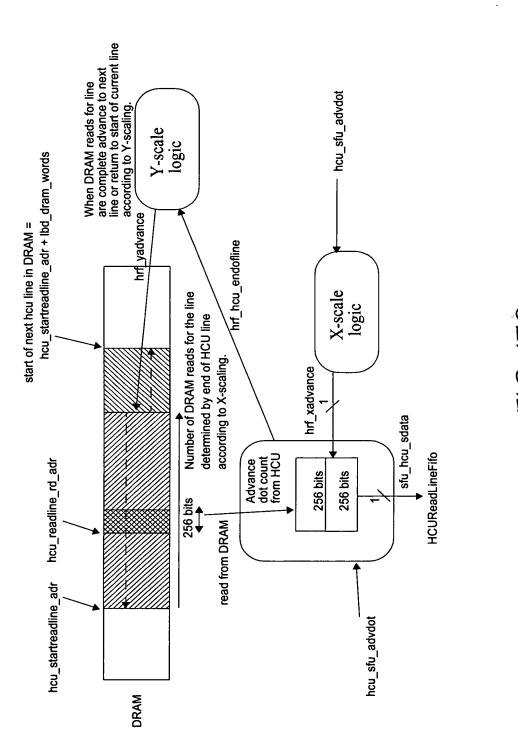


FIG. 176

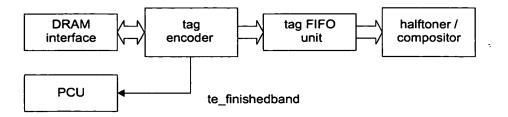


FIG. 177

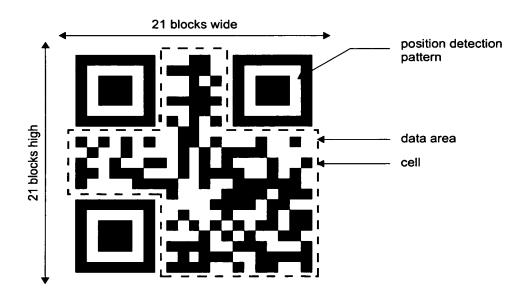
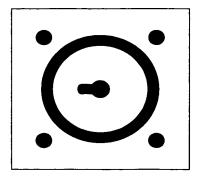
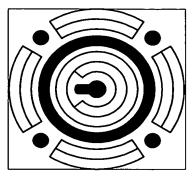


FIG. 178



(a) Netpage tag background pattern



(b) Netpage tag showing data area

FIG. 179

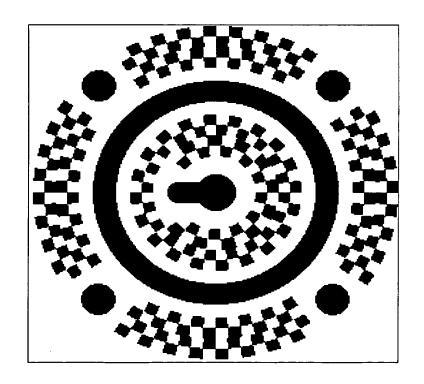


FIG. 180

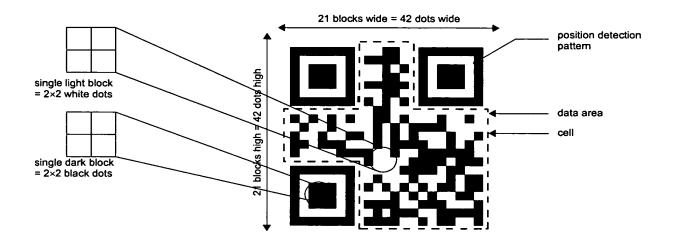


FIG. 181

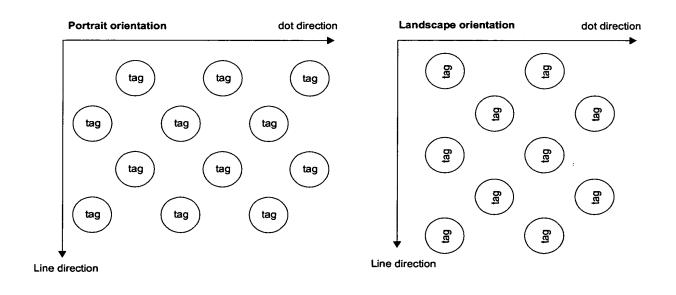


FIG. 182

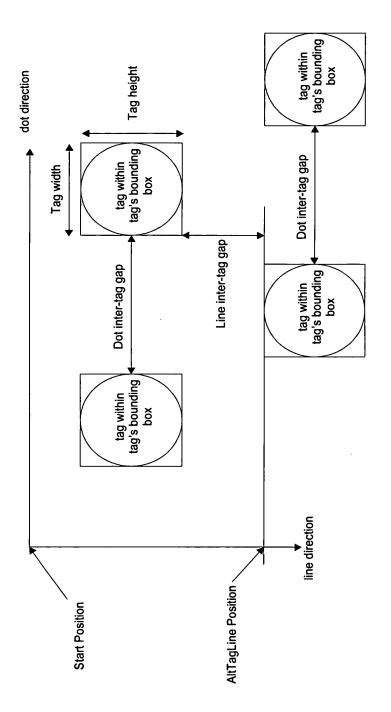
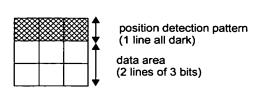


FIG. 183

FIG. 184



always 1	always 1	always 1
(background)	(background)	(background)
data	data	data
bit 0	bit 1	bit 2
data	data	data
bit 4	bit 5	bit 3

# FIG. 185

_	
	constant (
▓	constant 1
ьо	data bit 0
b1	data bit 1
b2	data bit 2
b3	data bit 3
h4	data hit 4

data bit 5

Legend

	<b>***</b>	<b>***</b>	<b>***</b>	<b>***</b>	<b>***</b>			<b>***</b>	<b>***</b>	<b>***</b>	<b>***</b>	<b>***</b>			<b>***</b>	<b>***</b>		<b>***</b>	<b>***</b>	
****																				
	₩	▓	▓		₩	₩	₩	₩	₩	₩		₩	₩		₩	₩		▓		
	<u></u>	<b>***</b>	$\bowtie$	⋘	₩	<u> </u>		<b>***</b>	$\otimes\!\!\!\otimes$	$\otimes\!\!\!\otimes$	<u></u>	$\otimes\!\!\!\otimes$			⋘	₩	<b>***</b>	$\otimes\!\!\!\otimes$	<u></u>	
	ьо	ьо	ь0	ьо	ьо			b1	b1	b1	b1	b1			b2	b2	b2	b2	b2	
ьо	ь0	ьо	ь0	ьо	ьо	ьо	b1	ь1	b1	b1	b1	b1	b1	b2	b2	b2	b2	b2	b2	b2
ьо	ьо	ьо	ьо	ьо	ьо	ьо	b1	b1	b1	b1	b1	b1	b1	b2	b2	b2	b2	b2	b2	b2
ьо	ьо	ьо	ьо	ьо	ьо	ьо	b1	ь1	b1	b1	b1	b1	b1	b2	b2	b2	b2	b2	b2	b2
ьо	ьо	ьо	ьо	ьо	ьо	ь0	ь1	ь1	ь1	<b>b</b> 1	b1	ь1	b1	b2	b2	b2	b2	b2	b2	b2
ьо	ьо	ьо	ьо	ьо	ьо	ьо	b1	b1	b1	<b>b</b> 1	b1	ь1	ь1	b2	b2	b2	b2	b2	b2	b2
	ьо	ьо	ьо	ьо	ь0			b1	b1	b1	b1	b1			b2	b2	b2	b2	b2	
	b4	b4	b4	b4	b4			b5	b5	b5	b5	b5			ь3	b3	b3	ь3	ь3	
b4	b4	b4	b4	b4	b4	b4	b5	b5	b5	b5	b5	b5	b5	b3	ь3	ь3	ь3	ь3	ь3	ь3
b4	b4	b4	b4	b4	b4	b4	b5	b5	b5	<b>b</b> 5	<b>b</b> 5	b5	<b>b</b> 5	ь3	ь3	ь3	ь3	ь3	ь3	b3
b4	b4	b4	b4	b4	b4	b4	b5	b5	<b>b</b> 5	b5	b5	b5	<b>b</b> 5	ь3	ь3	ь3	ь3	<b>b</b> 3	ь3	<b>b</b> 3
b4	b4	b4	b4	b4	<b>b</b> 4	b4	b5	b5	b5	b5	b5	b5	<b>b</b> 5	ь3	b3	b3	b3	b3	ь3	ь3
b4	b4	b4	b4	b4	b4	b4	b5	b5	b5	b5	b5	b5	b5	<b>b</b> 3	ьз	ь3	ь3	b3	ь3	ь3
	b4	b4	b4	b4	b4			b5	b5	b5	b5	b5			ь3	ь3	ь3	b3	ь3	

FIG. 186

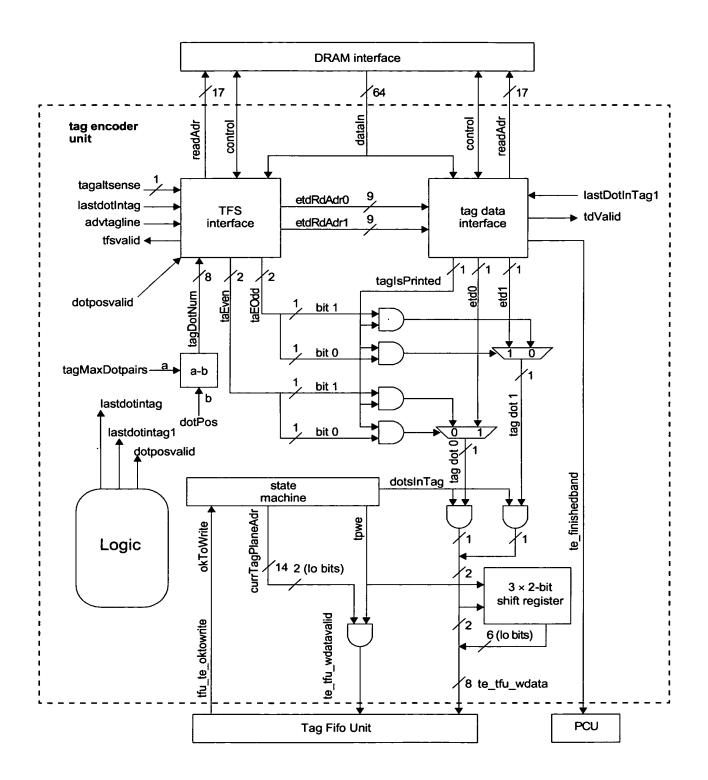


FIG. 187

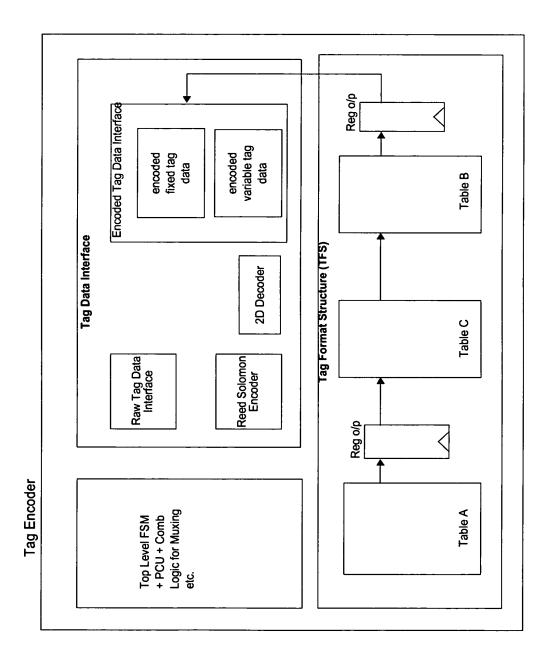


FIG. 188

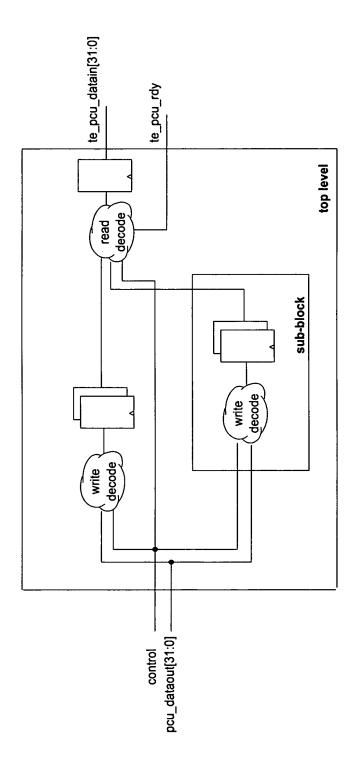


FIG. 189

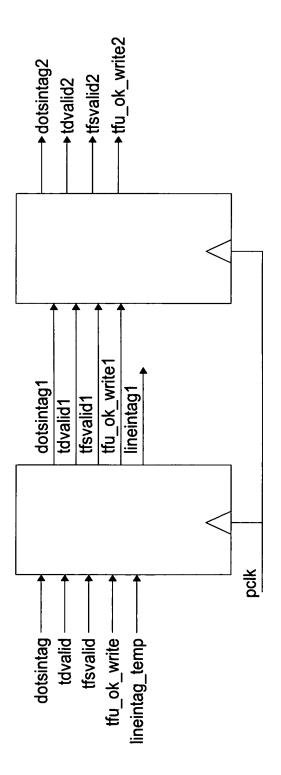


FIG. 191

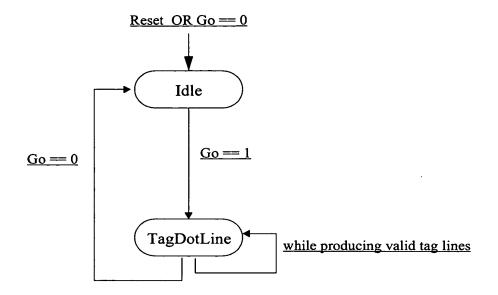


FIG. 190

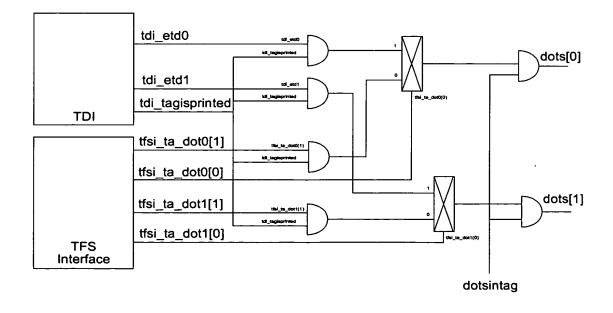


FIG. 192

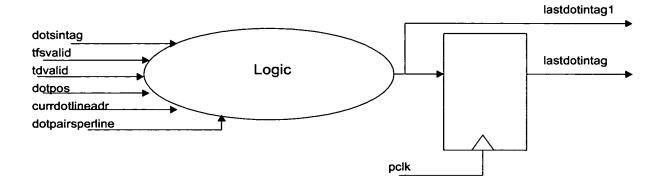


FIG. 193

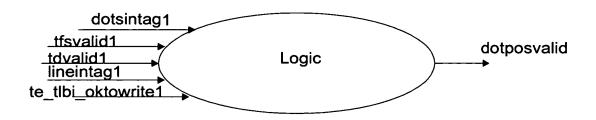


FIG. 194

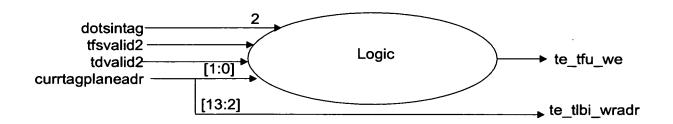


FIG. 195

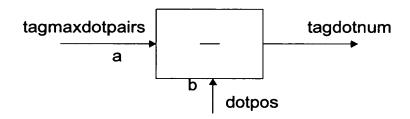


FIG. 196

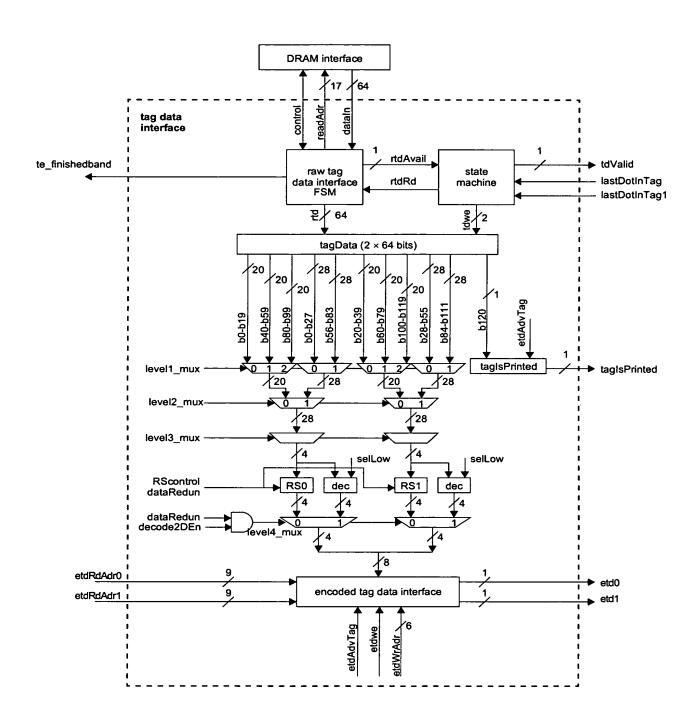


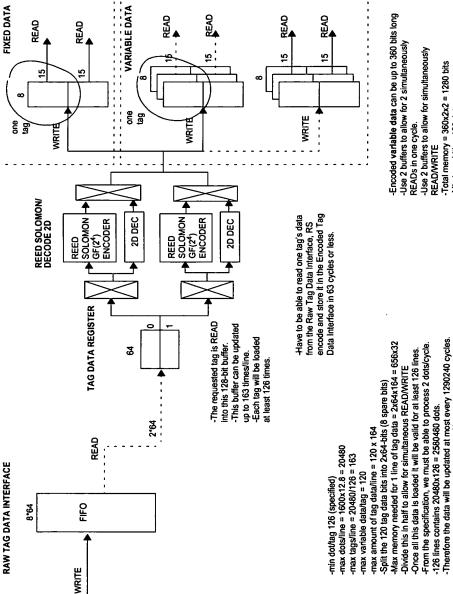
FIG. 197

# ENCODED TAG DATA INTERFACE

-Encoded fixed data can be up to 120 bits long -Use 2 buffers to allow for 2 simultaneously

-These stores hold the fixed tag data for 1 tag. READs in one cycle.

-Total memory = 120x2 = 240 bits

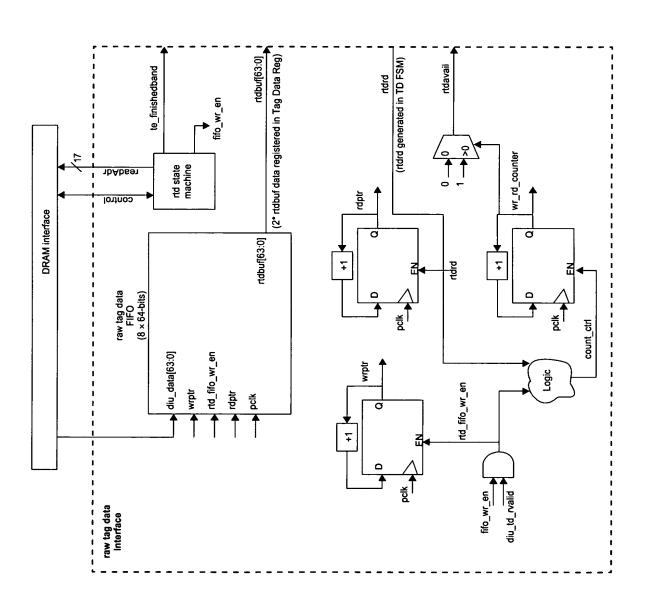


-Total memory = 360x2x2 = 1280 bits -Min tag width = 126 dots

so the fastest that 1 tag can be read = 126/2 = 63 cycles -The store uses 9-bit addressing. Bit-9 indicates which buffer.
-Once printing has started each half buffer has 1/2 a line in which to be loaded i.e. for a 12,8 inch line it has 10240 dots or 5120 cycles

for an 8 inch line it has 6400 dots or 3200 cycles

-Total memory = 164x2x64 = 20992-bits



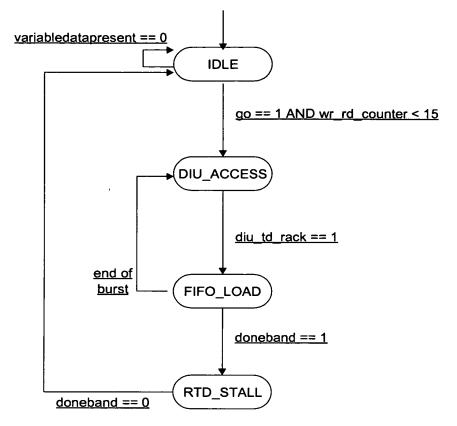


FIG. 200

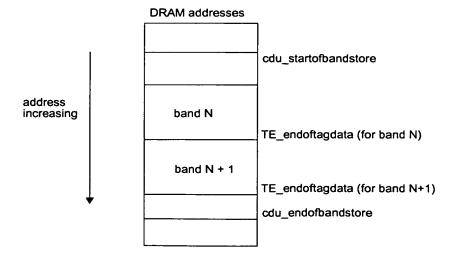
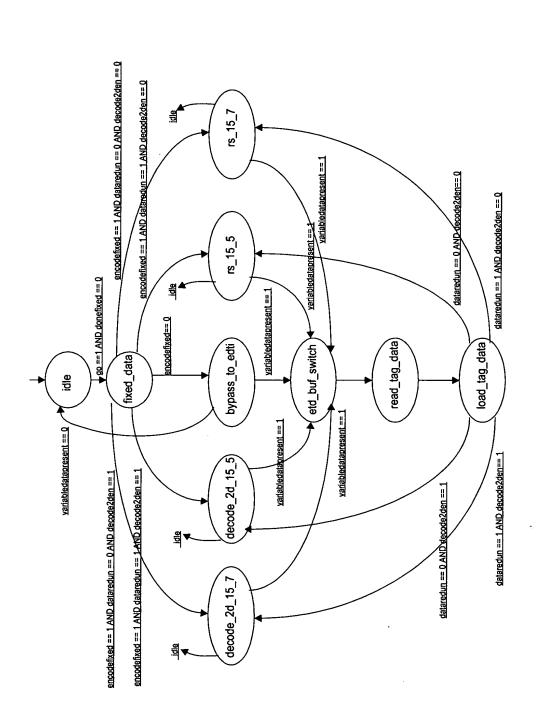


FIG. 201



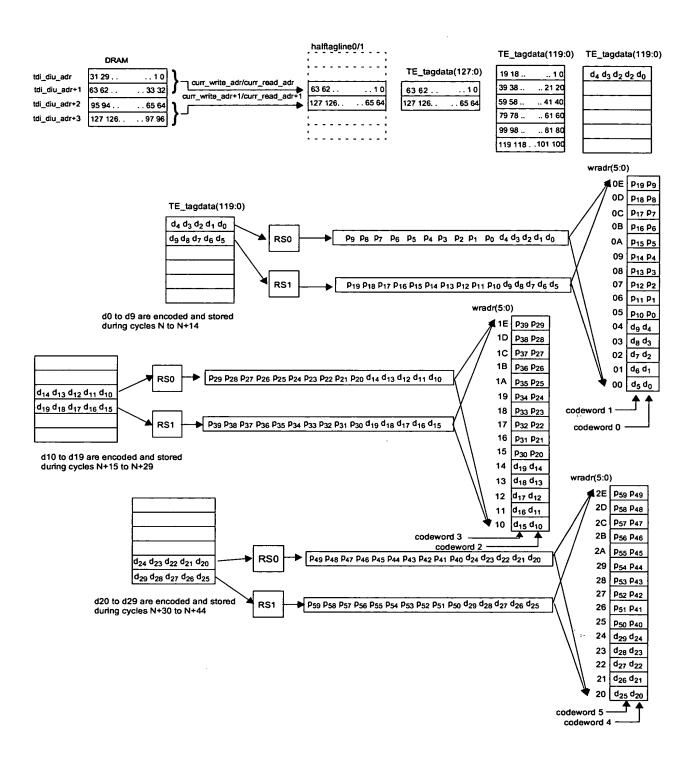


FIG. 203

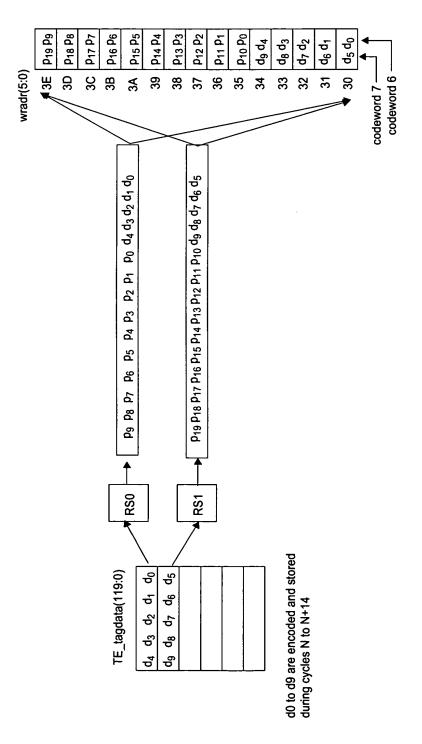


FIG. 204

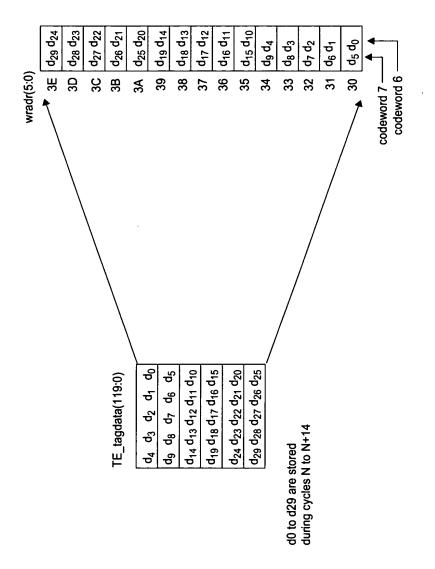


FIG. 205

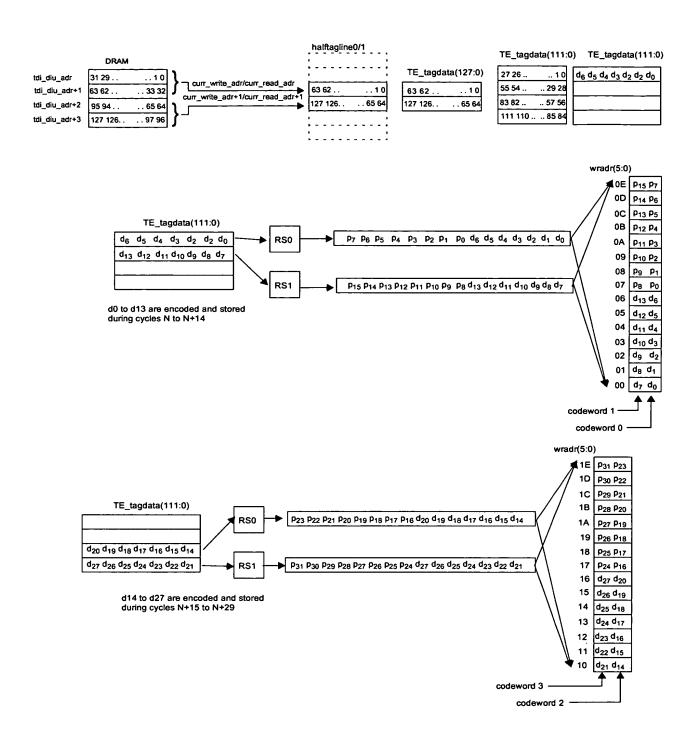


FIG. 206

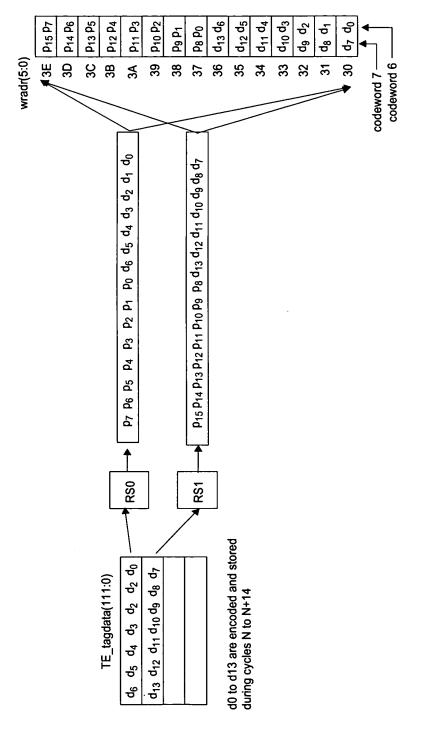


FIG. 207

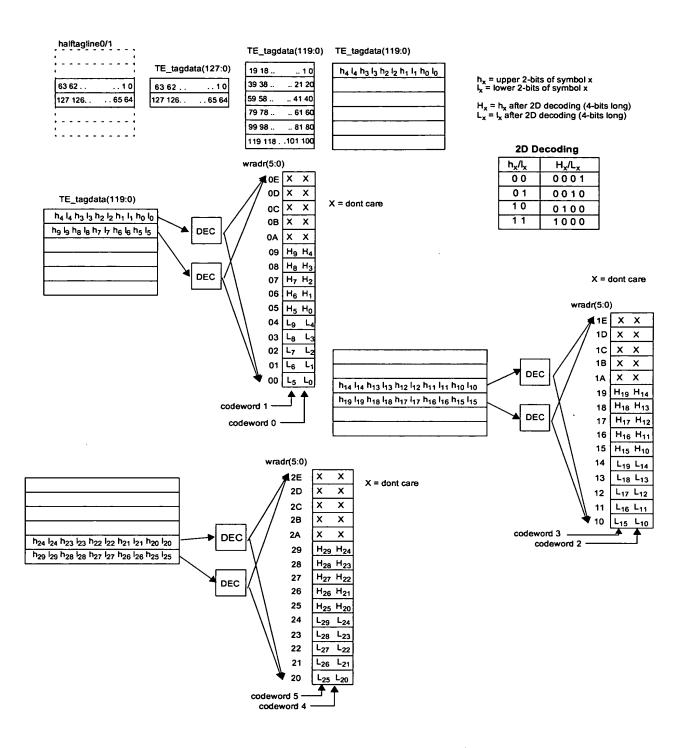
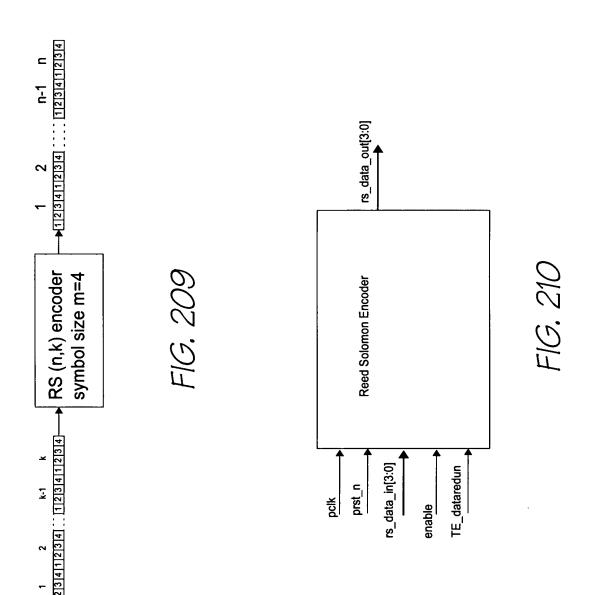


FIG. 208



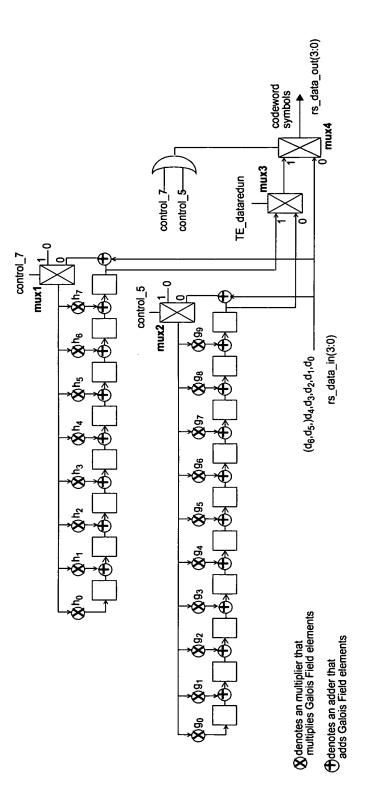


FIG. 21

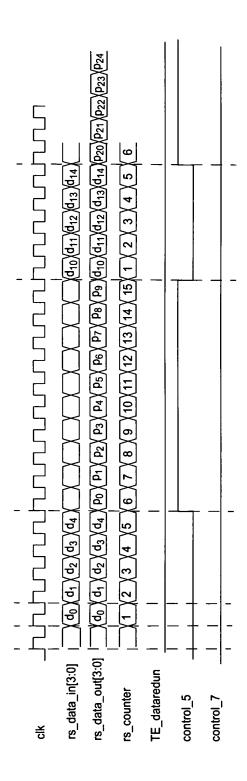


FIG. 212

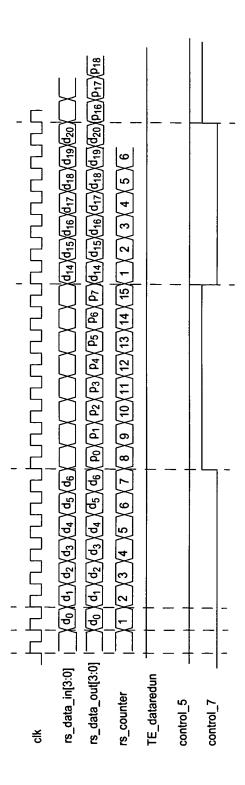
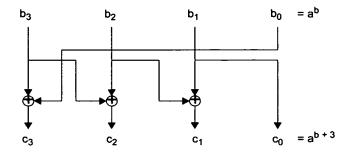
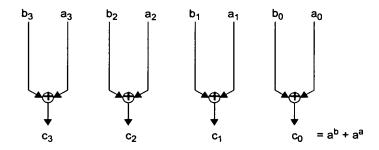


FIG. 213



exclusive OR gate

FIG. 214



exclusive OR gate

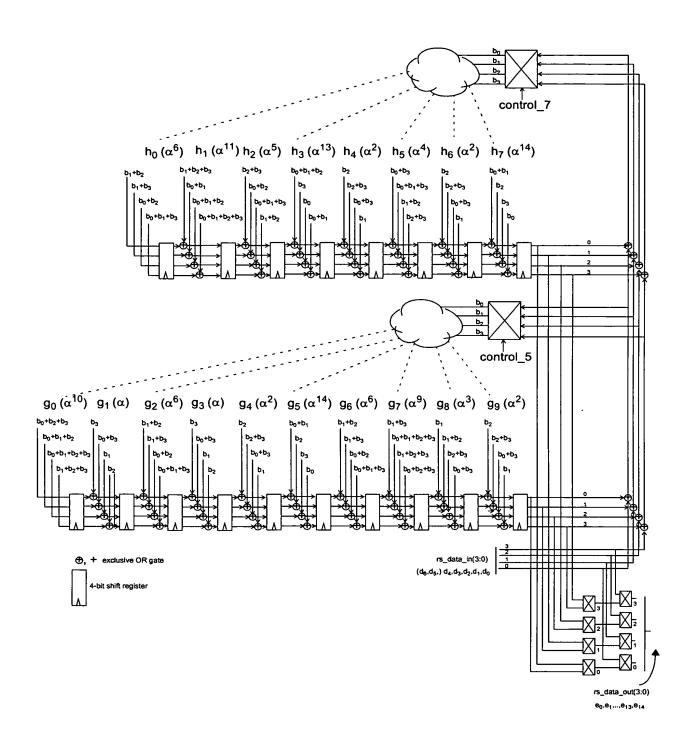


FIG. 216

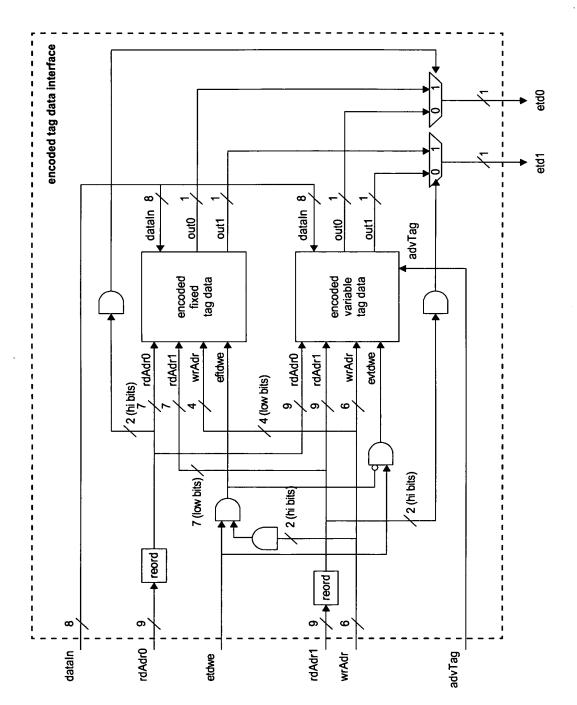


FIG. 217

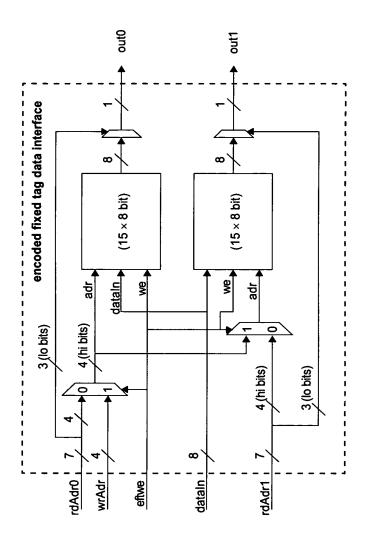


FIG. 218

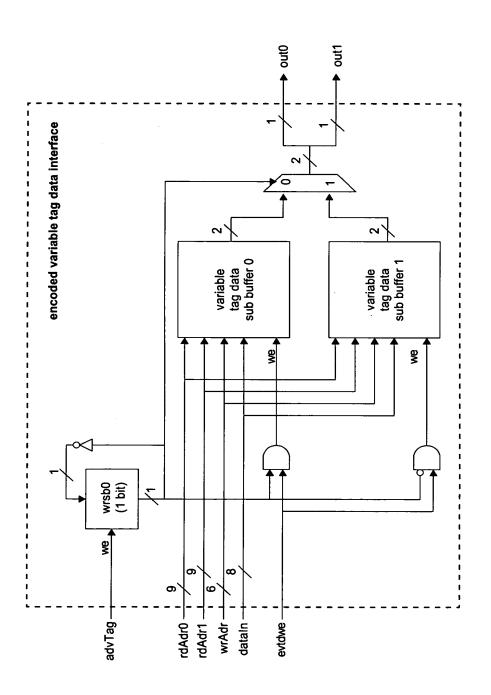


FIG. 219

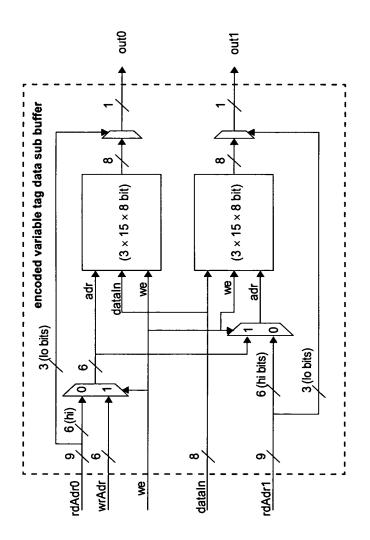


FIG. 220

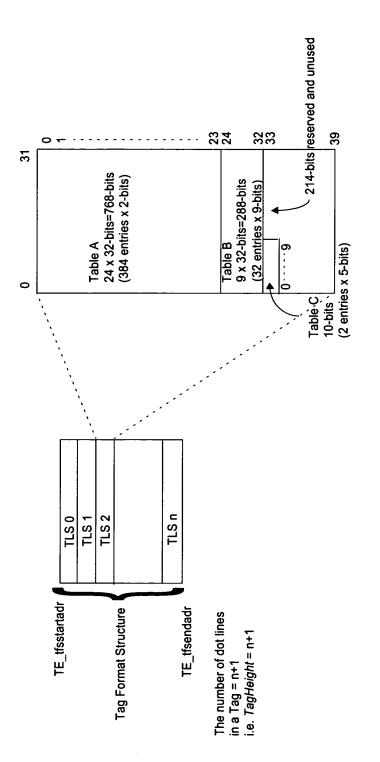


FIG. 221

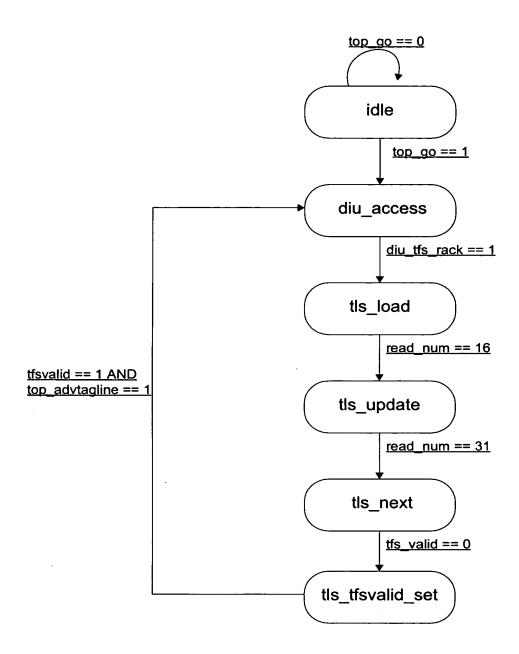


FIG. 222

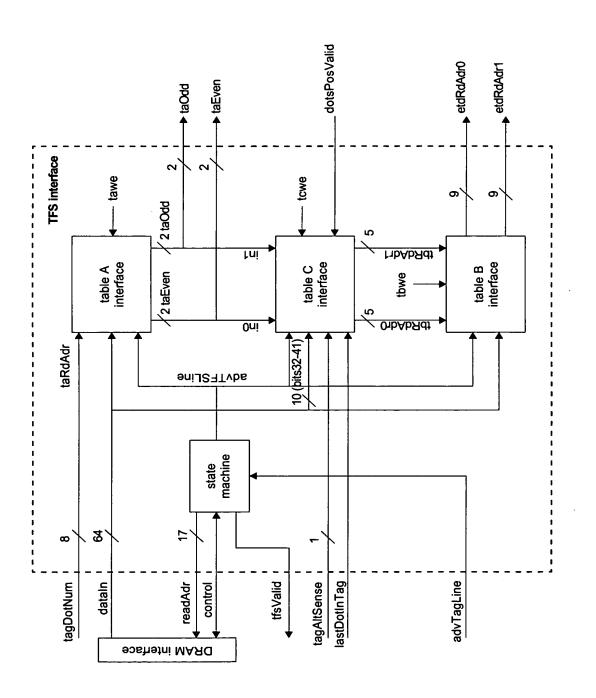


FIG. 223

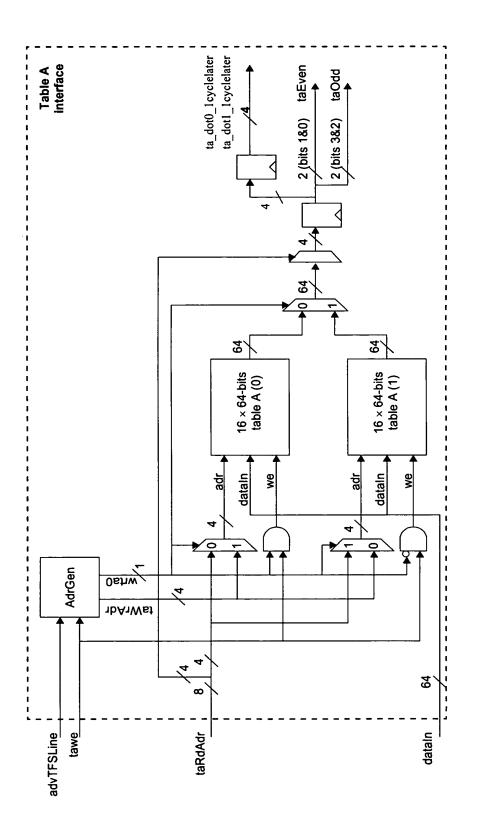


FIG. 224



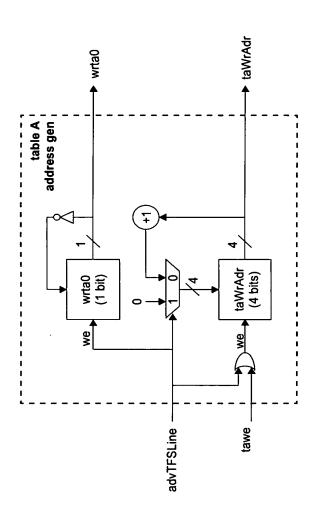


FIG. 225

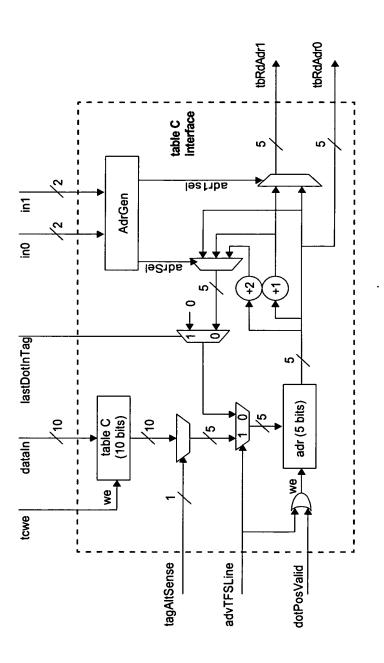


FIG. 226

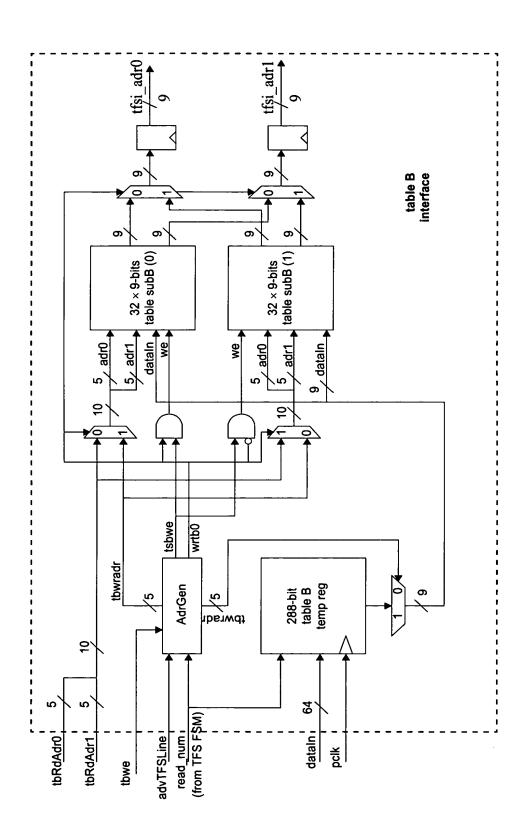
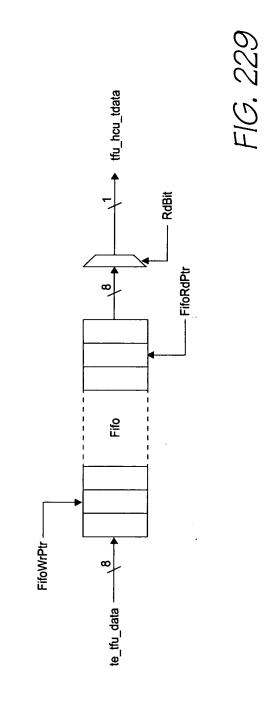


FIG. 227



HCU hcu\_tfu\_advdot ffu\_hcu\_avail FIFO TFU te\_ffu\_wdata 8 te\_ffu\_wdata/alid te\_tfu\_wradvine ffu\_te\_oktowrite 끧

FIG. 228

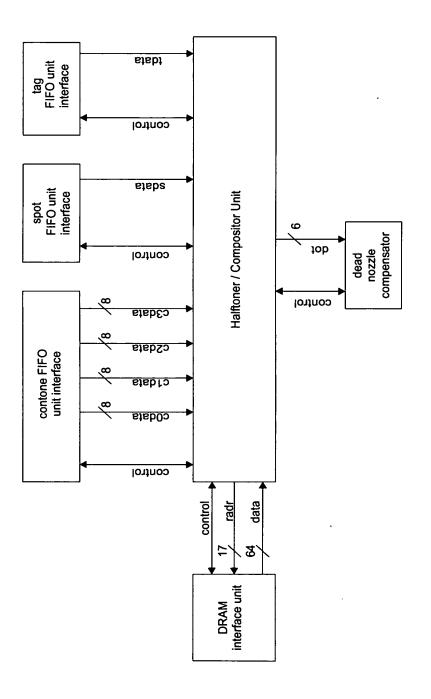


FIG. 230

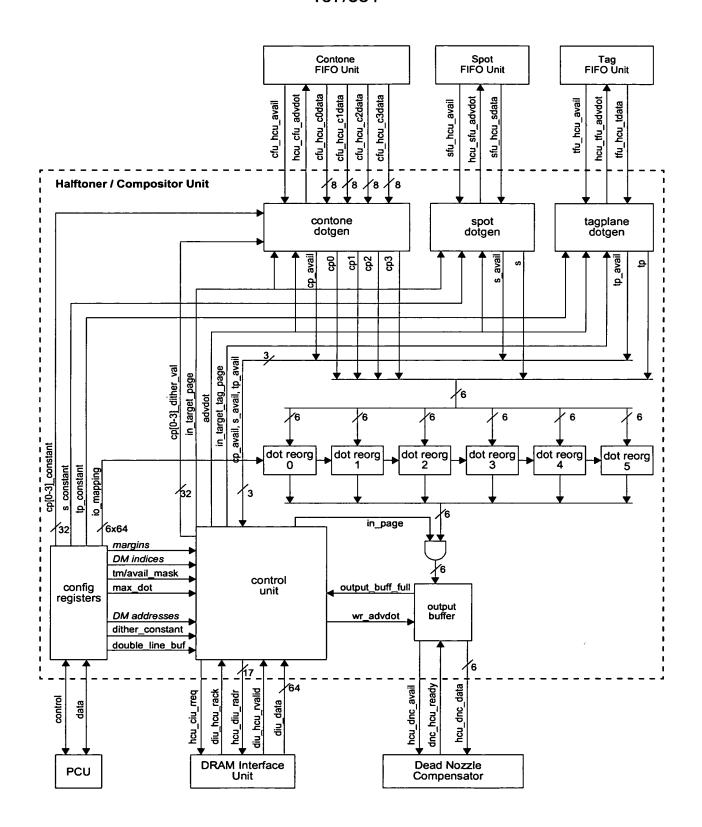
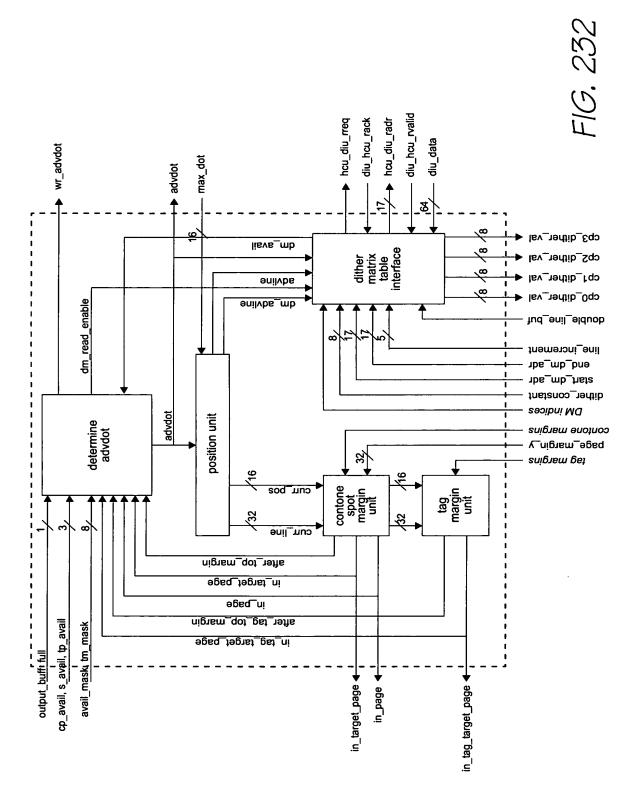
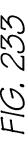
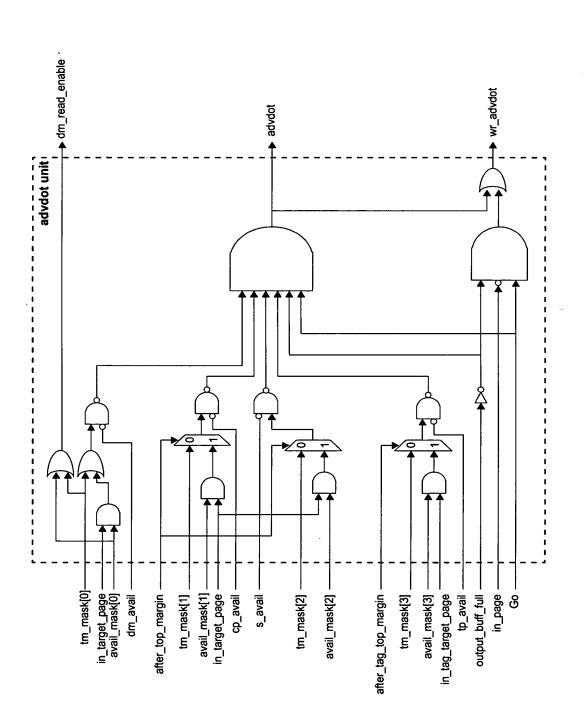


FIG. 231







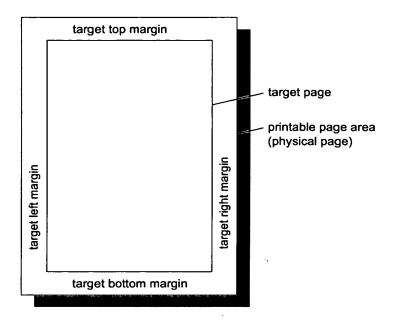


FIG. 234

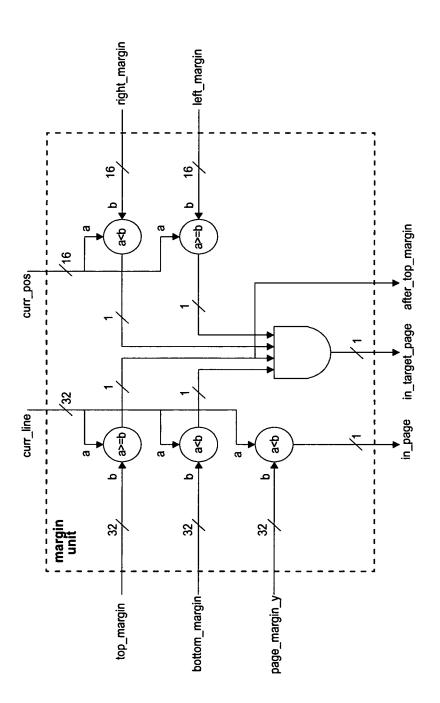
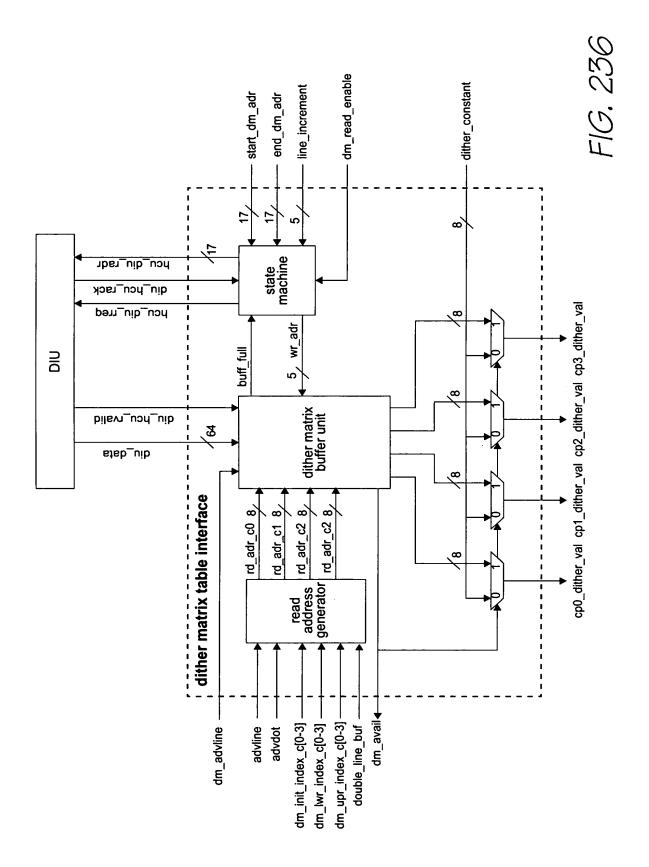


FIG. 235



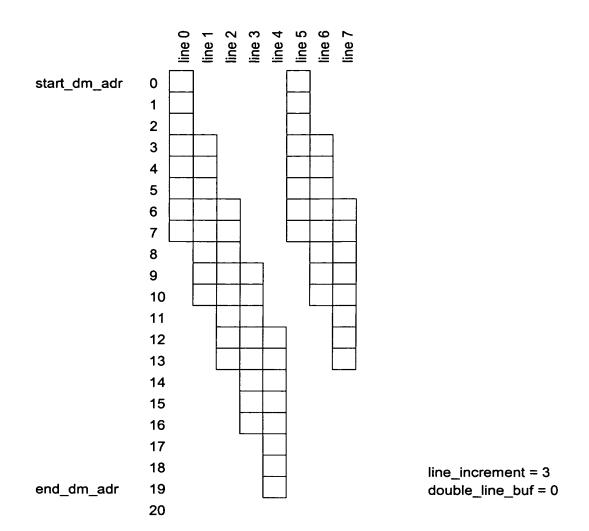


FIG. 237

## 204/331

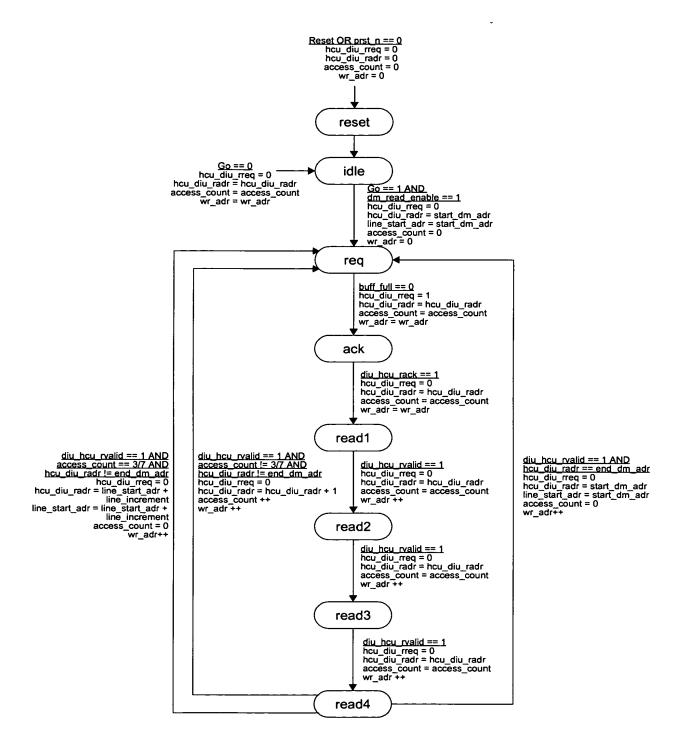
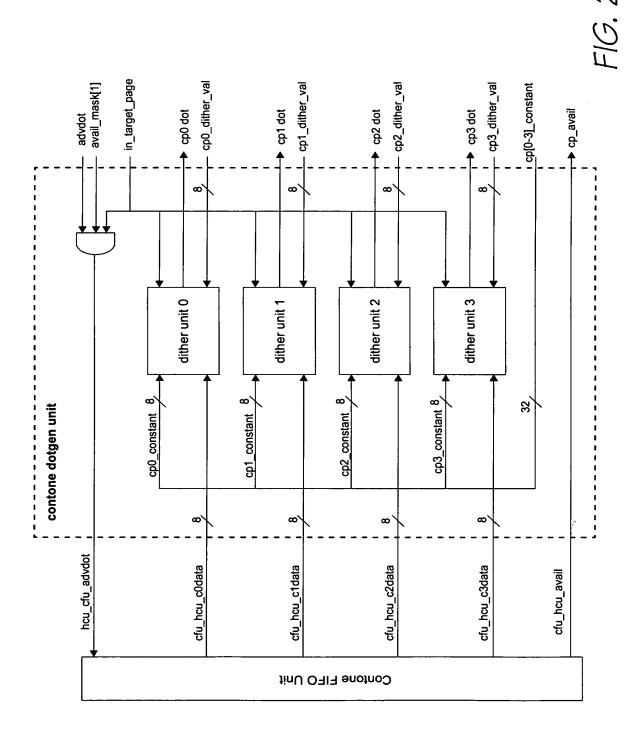


FIG. 238



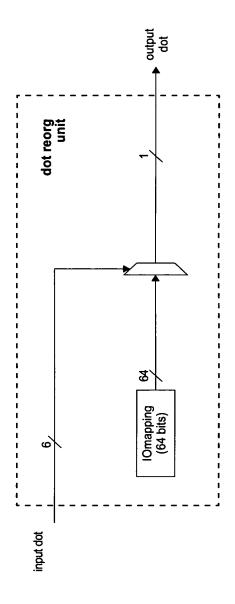
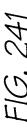
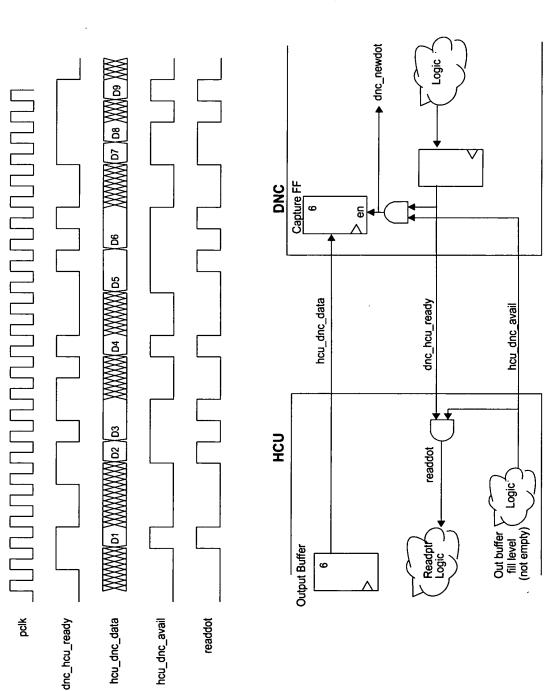


FIG. 240





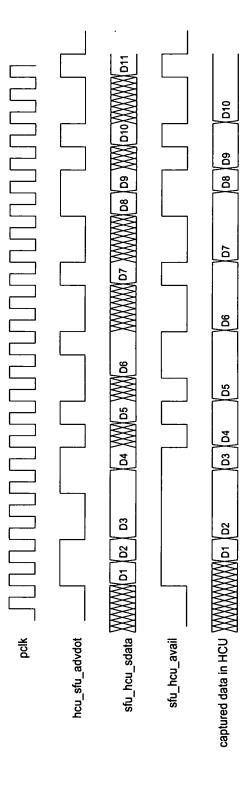


FIG. 242

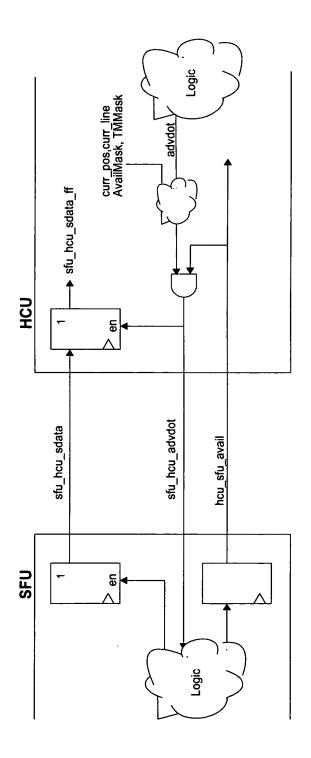


FIG. 243

## 210/331

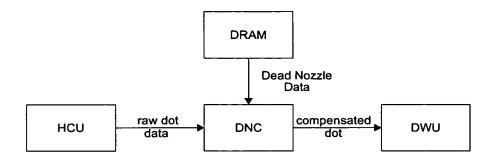


FIG. 244

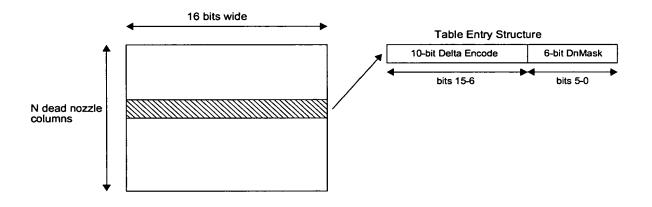


FIG. 245



FIG. 246

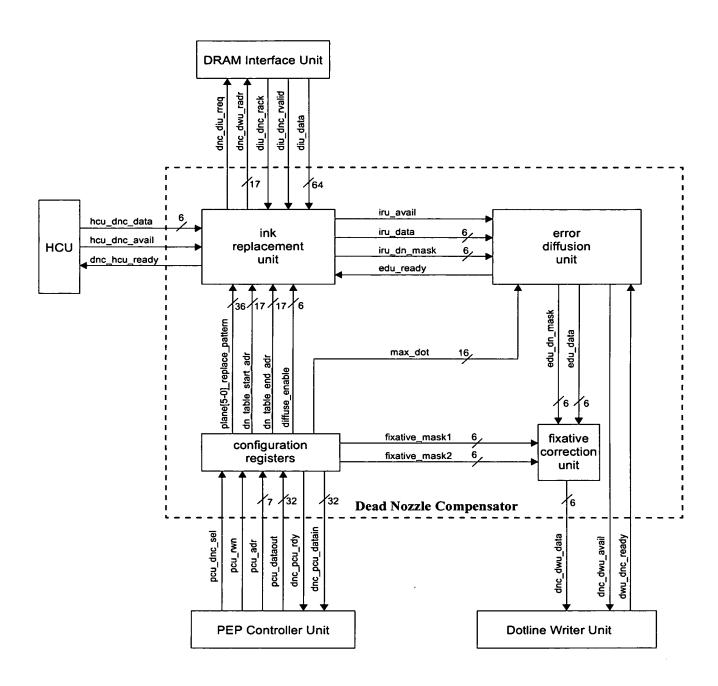


FIG. 247

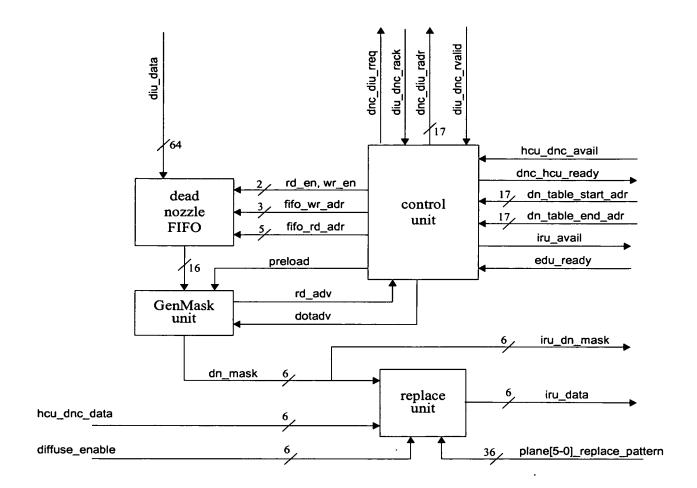


FIG. 248

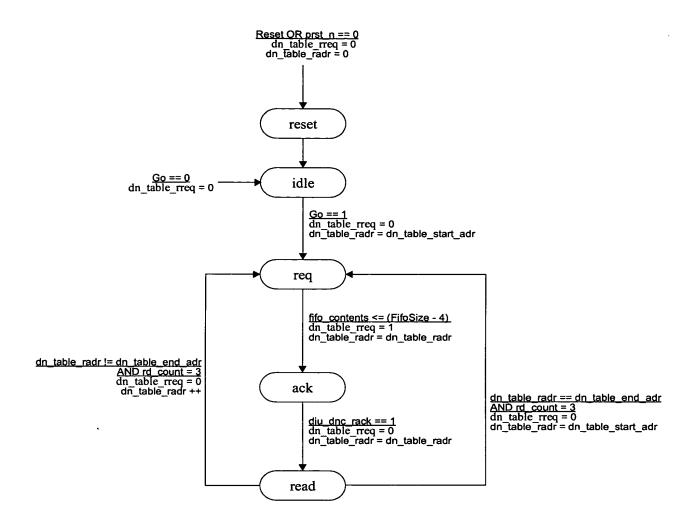


FIG. 249

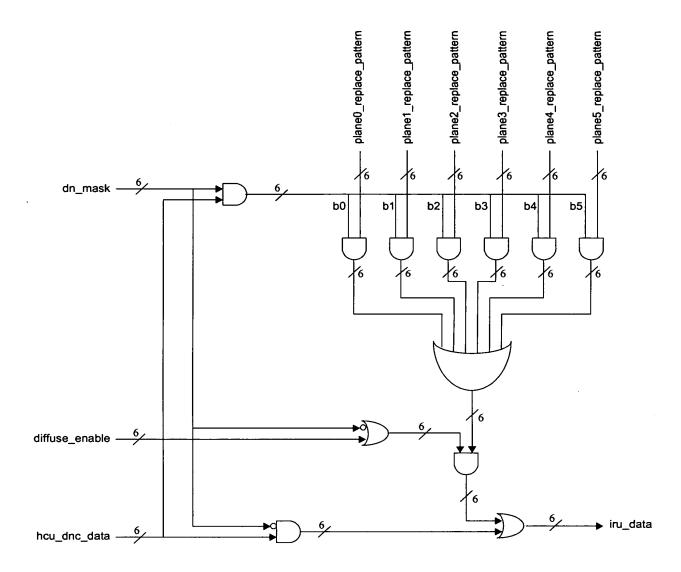


FIG. 250

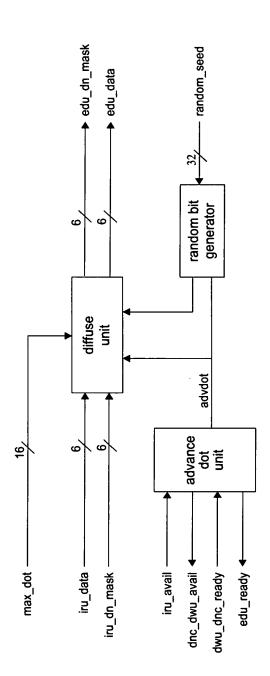
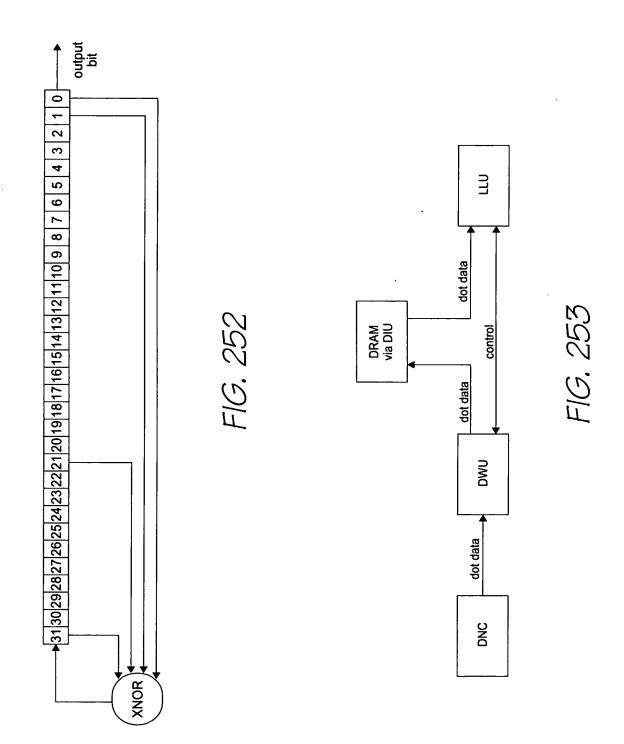


FIG. 251



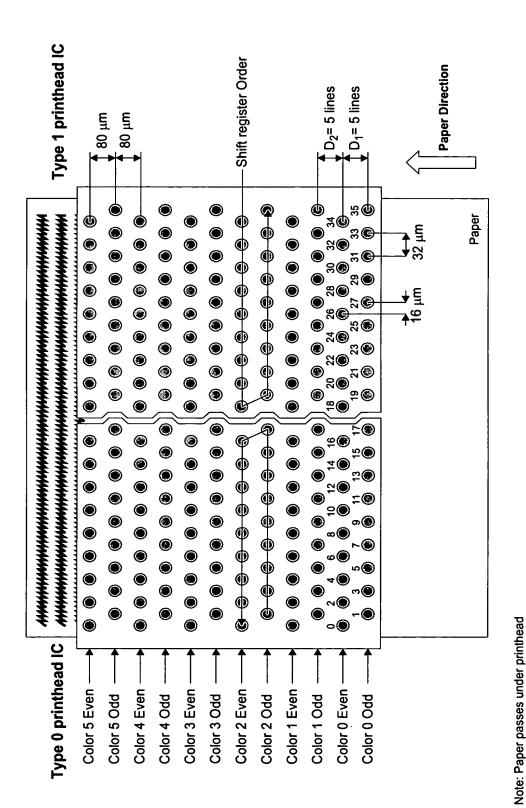
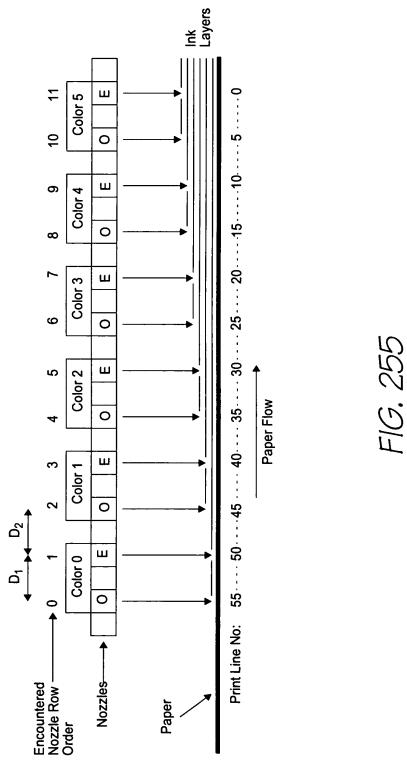
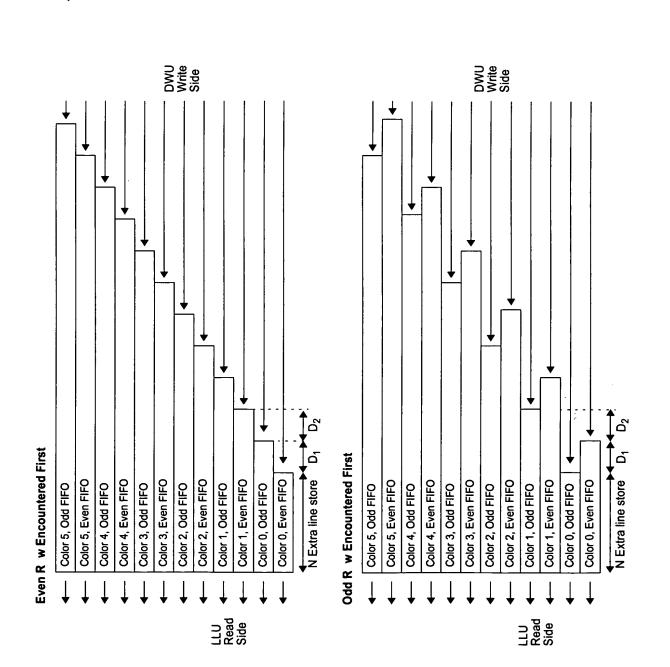
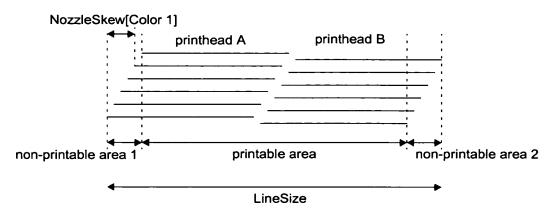


FIG. 25





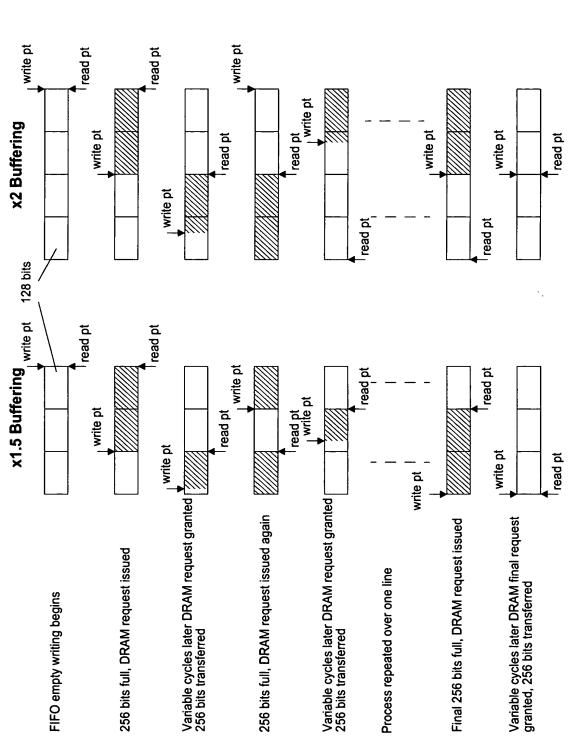


non-printable area 1 = inverted non-printable area 2

FIG. 257

printhead A	printhead B





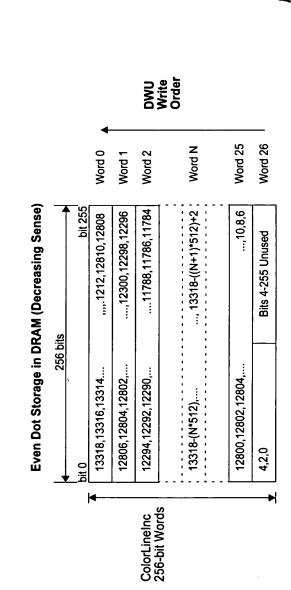


FIG. 260

Word 25 Word 26

...,13306,13308,13310

Bits 4-255 Unused

13312,13314,13316,13318

12800,12802,12804,....

DWU Write Order

Word 1 Word 2

.....1016,1018,1020,1022

1024,1026,1028,1030.....

ColorLineInc 256-bit Words

512,514,516,518...

0,2,4,6....

bit 0

Word 0

....502,504,508,510

bit 255

Even Dot Storage in DRAM (Increasing Sense)

256 bits

Word N

(N+1)\*512 - 2

N\*512

FIG. 261

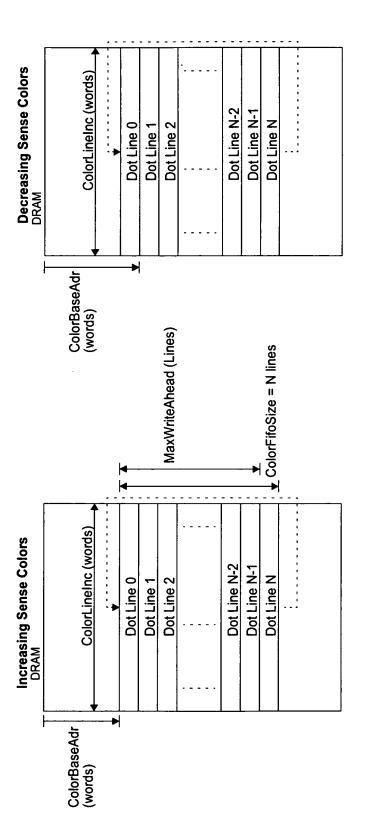


FIG. 262

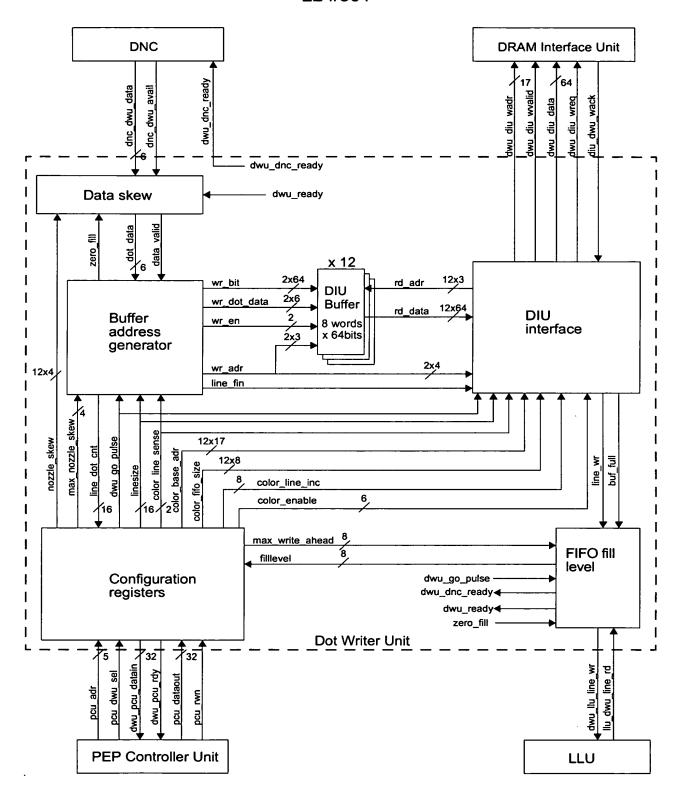


FIG. 263

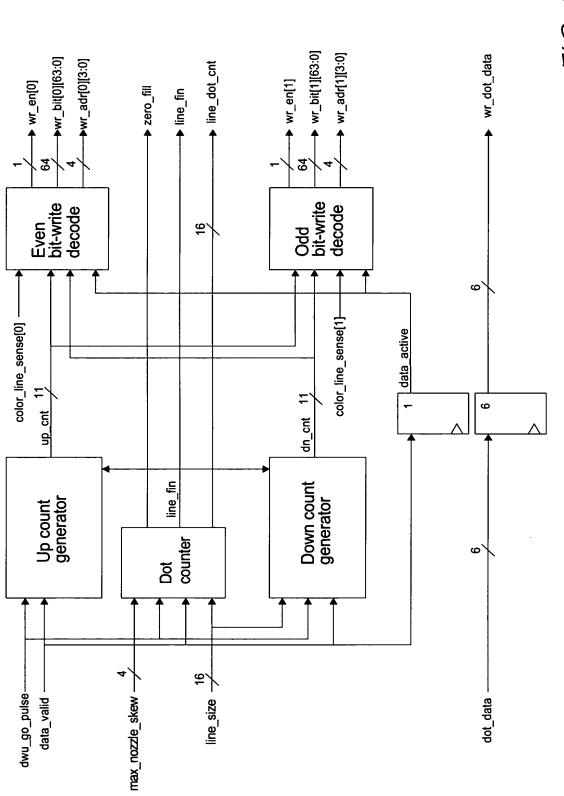
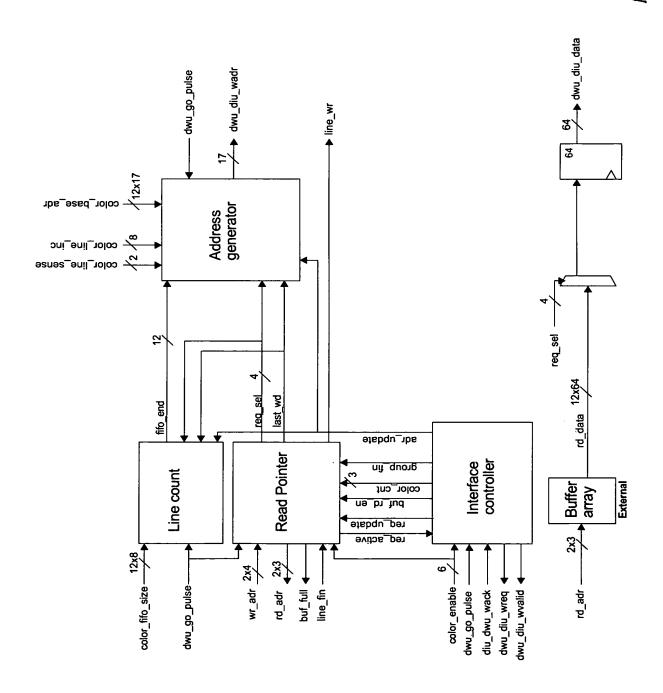
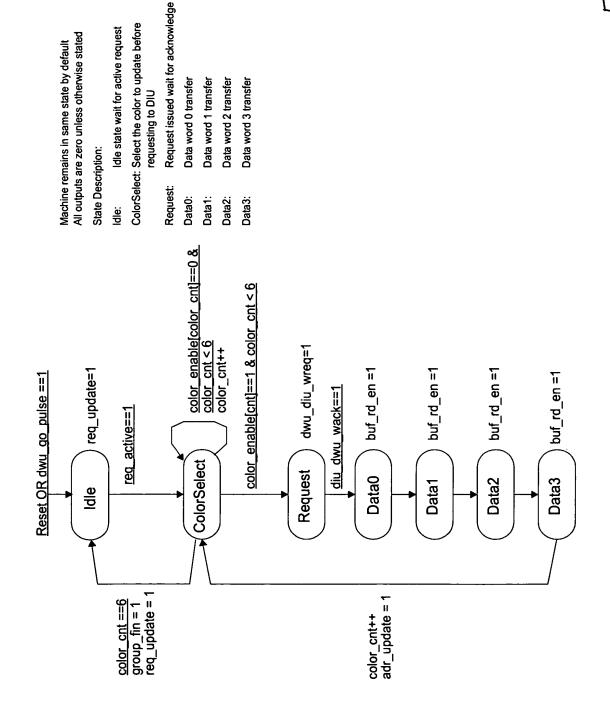


FIG. 264





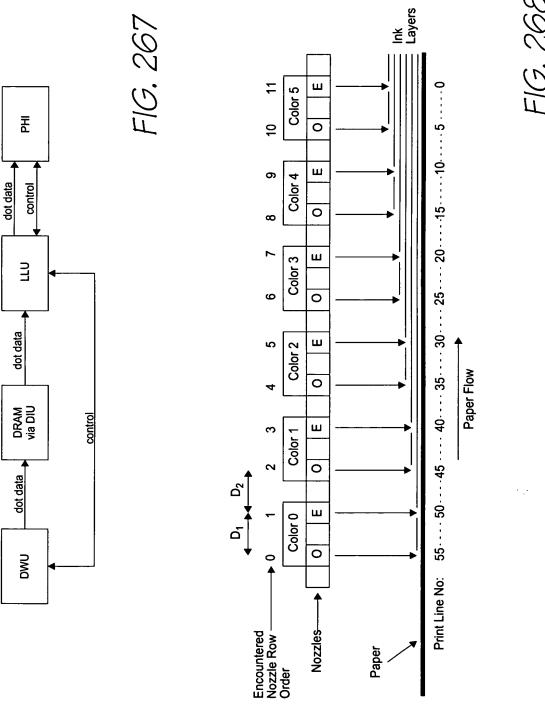
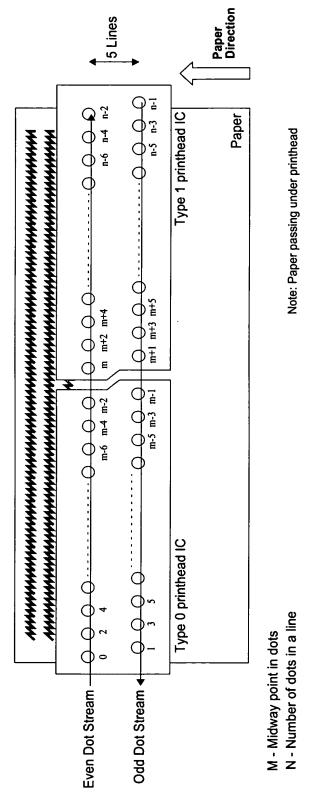


FIG. 268



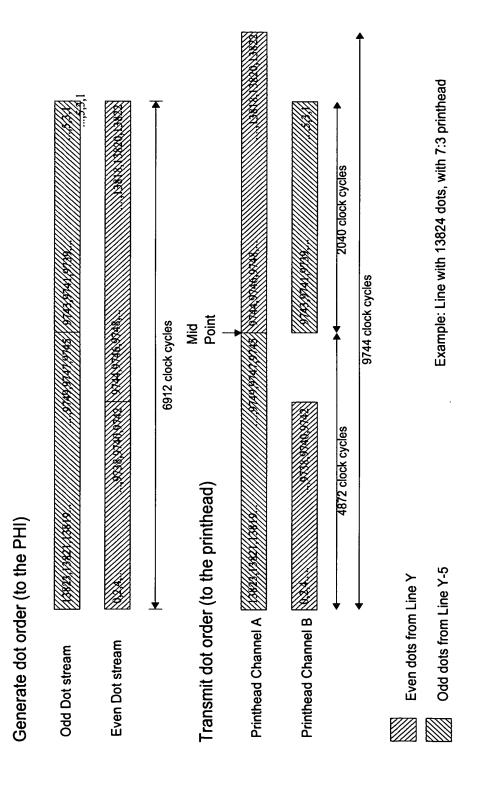
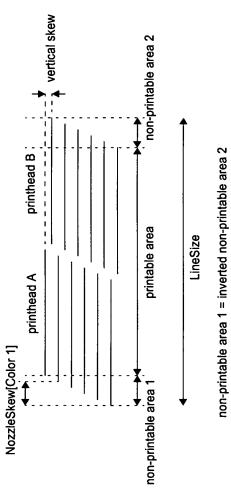


FIG. 270



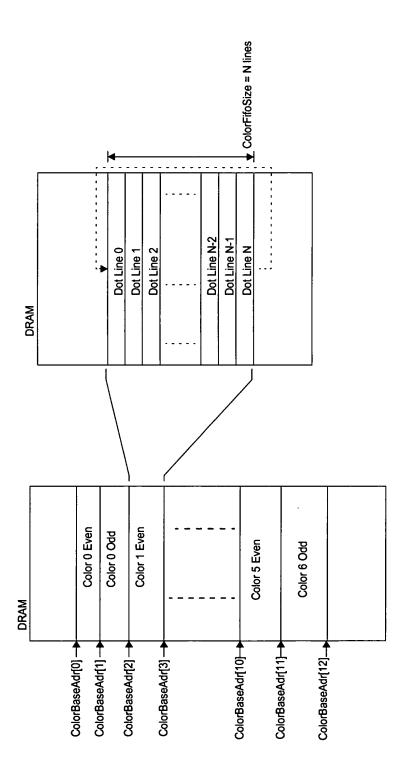
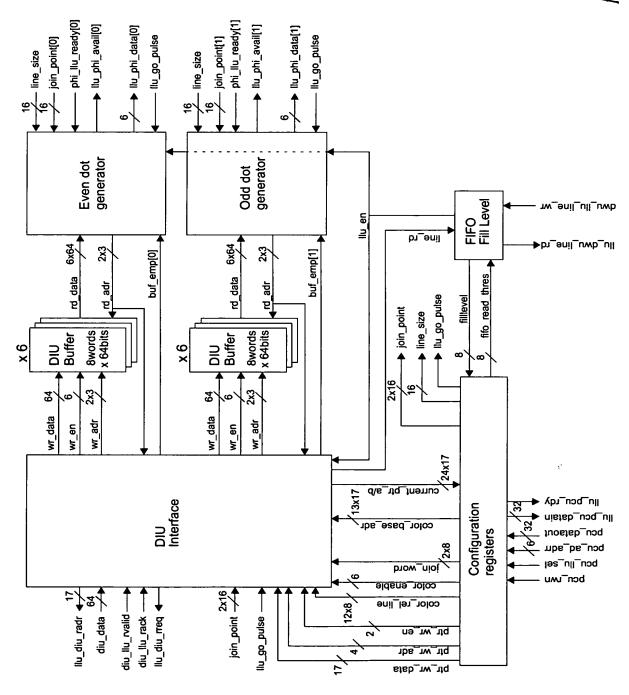


FIG. 272



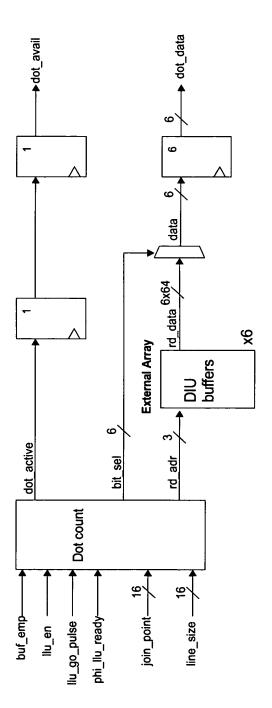
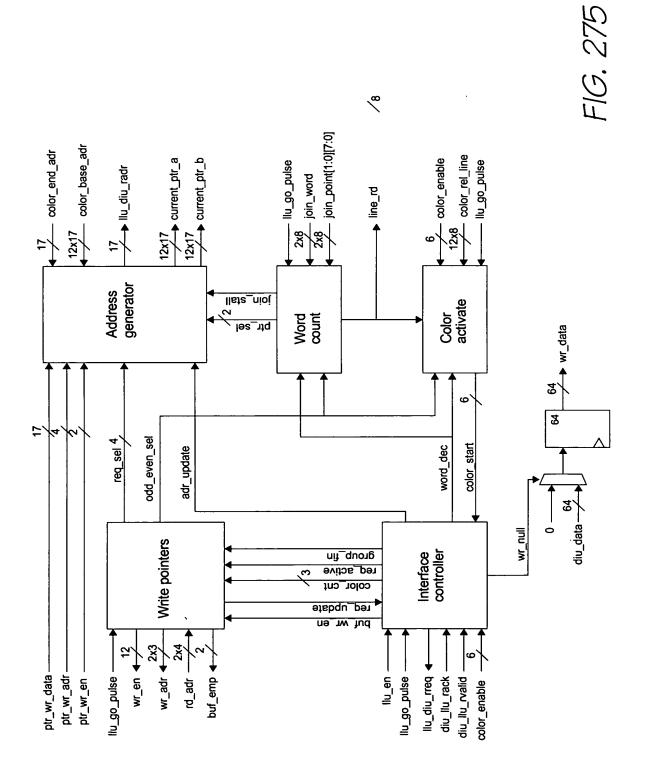
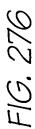
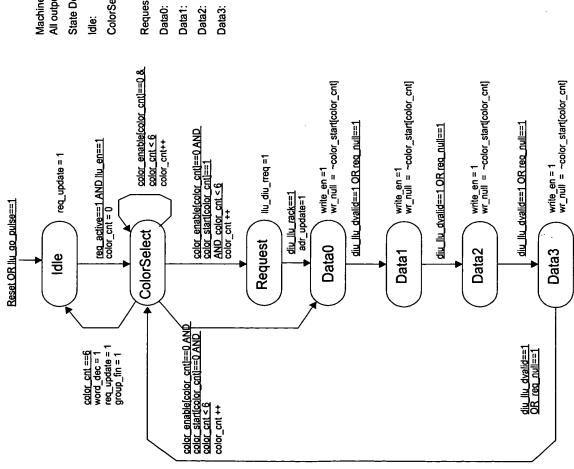


FIG. 274







All outputs are zero unless otherwise stated Machine remains in same state by default

State Description:

Idle state wait for active request

ColorSelect: Select the color to update before

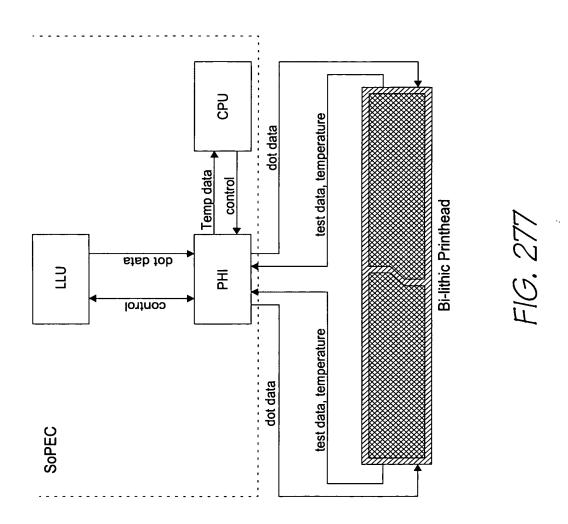
Request issued wait for acknowledge

requesting to DIU

Request:

Data word 0 transfer

Data word 1 transfer Data word 2 transfer Data word 3 transfer Data3:



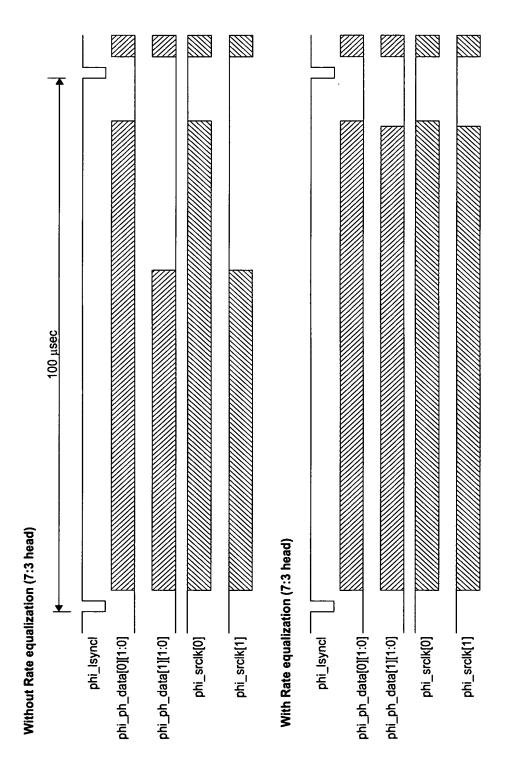
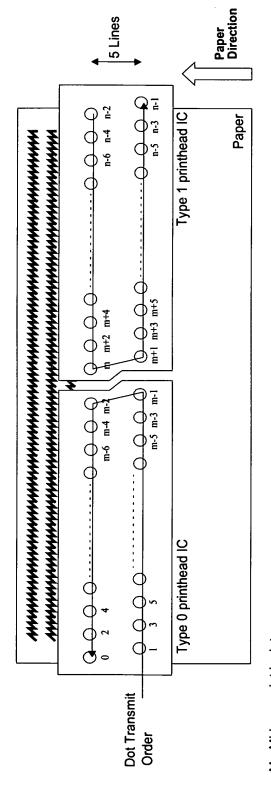


FIG. 279



M - Midway point in dots
N - Number of dots in a line

Note: Paper passing under printhead

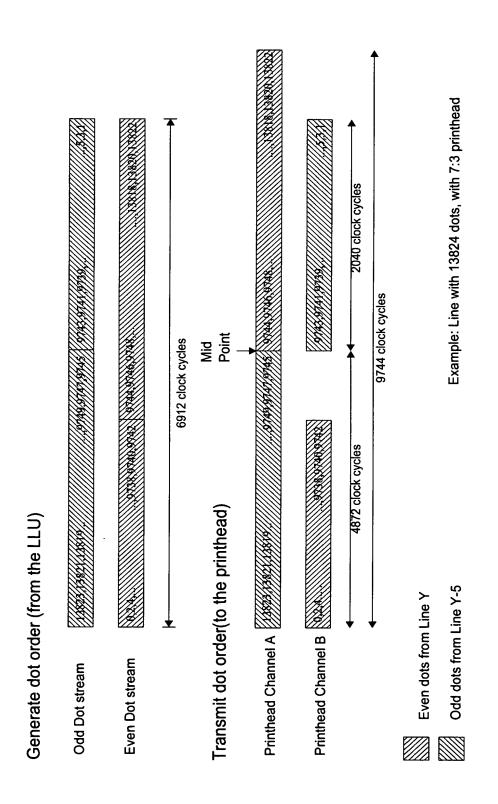
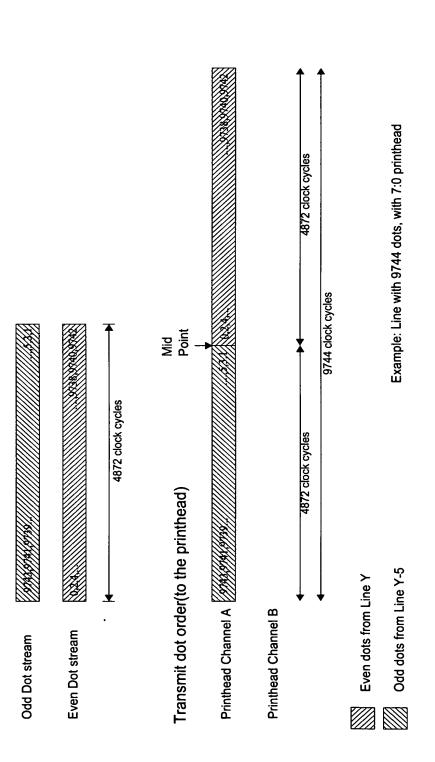
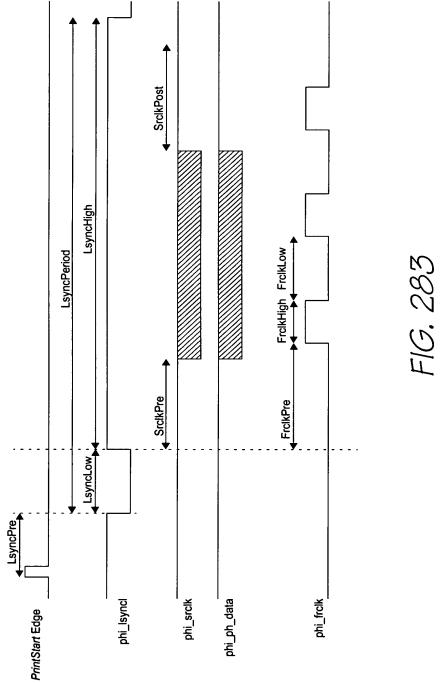


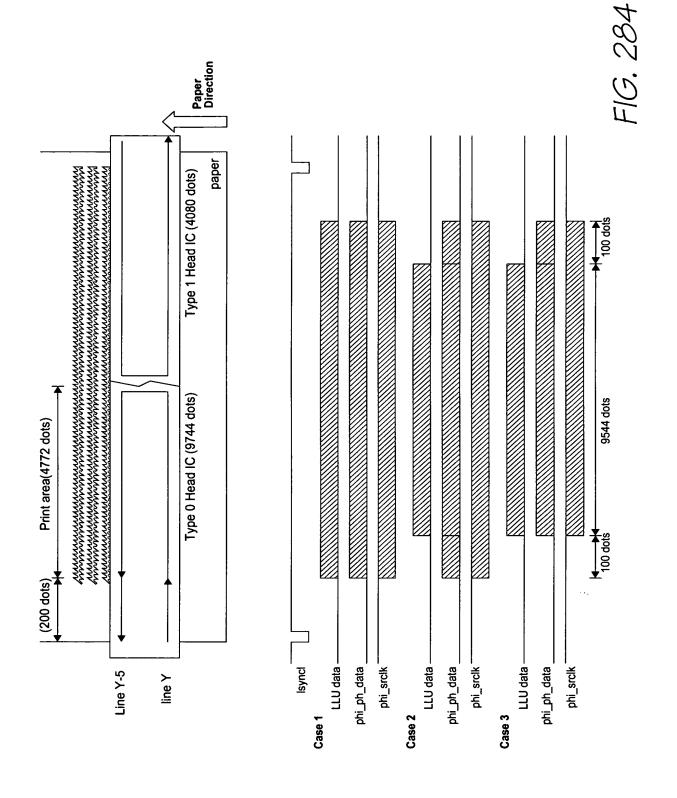
FIG. 281



Generate dot order (from the LLU)

FIG. 282





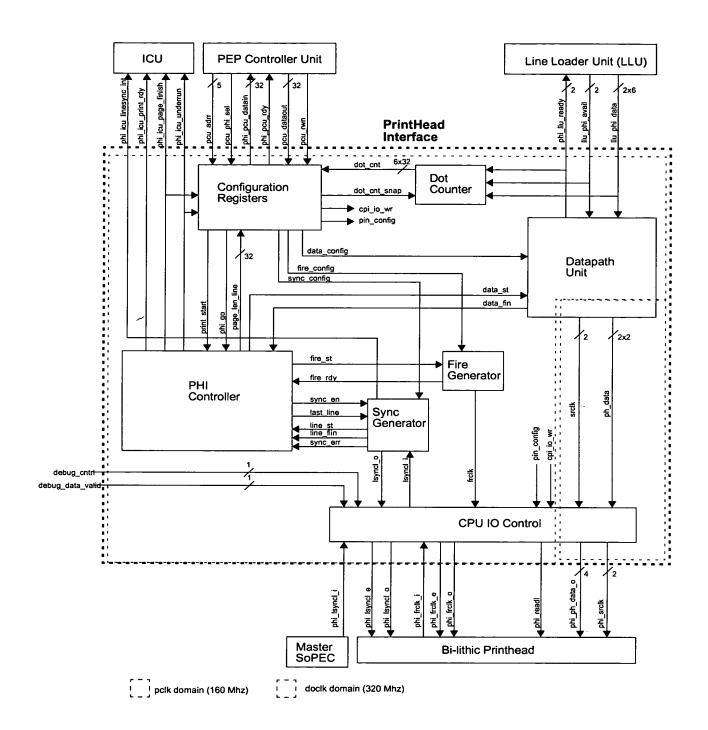
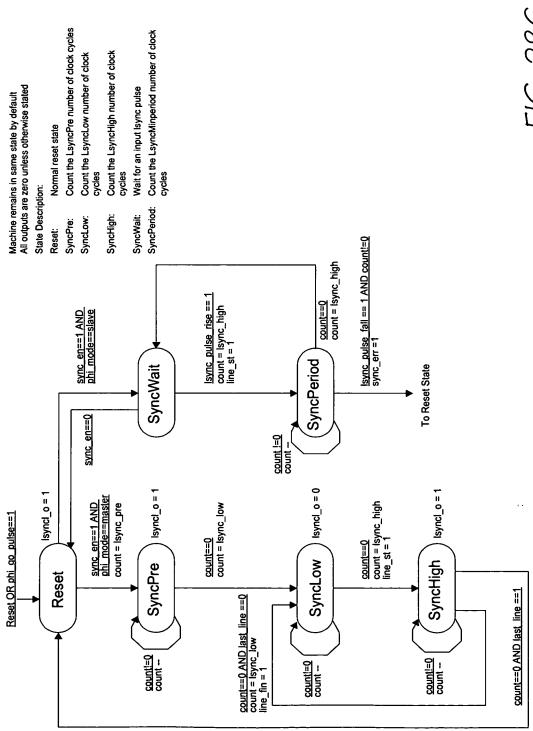
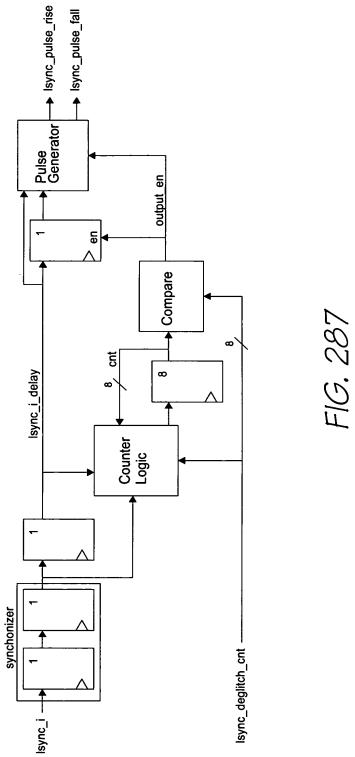
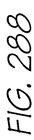


FIG. 285











State Description:

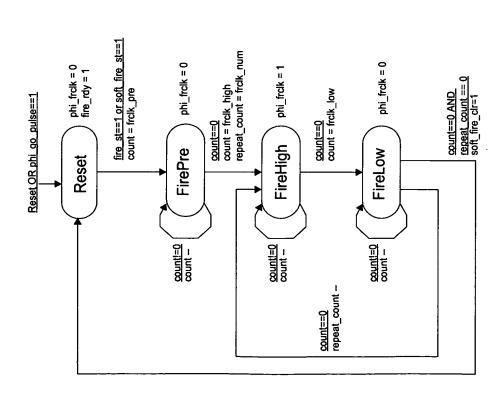
Reset: Normal reset state

FirePre: Count the FrdkPre number o

Count the FrdkPre number of dock cycles, repeat count set to FrdkNum

FireHigh: Count the FrdkHigh number of clock cycles

FireLow: Count the FrdkLow number of clock cycles



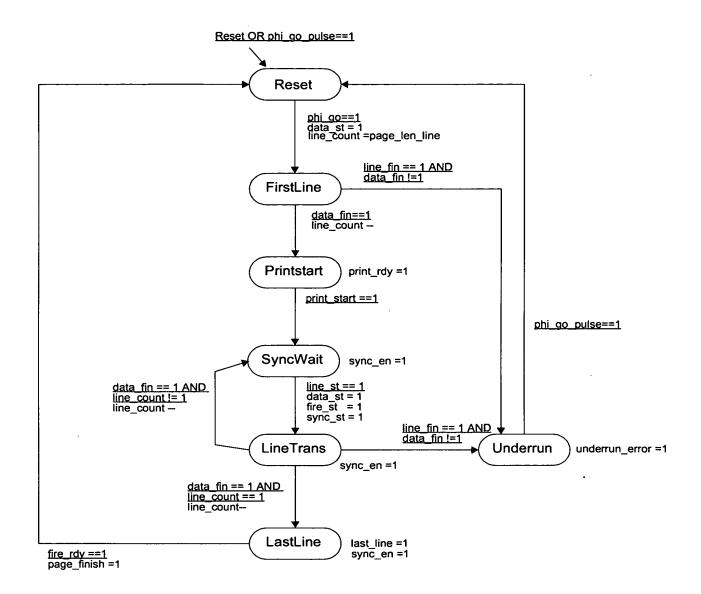


FIG. 289

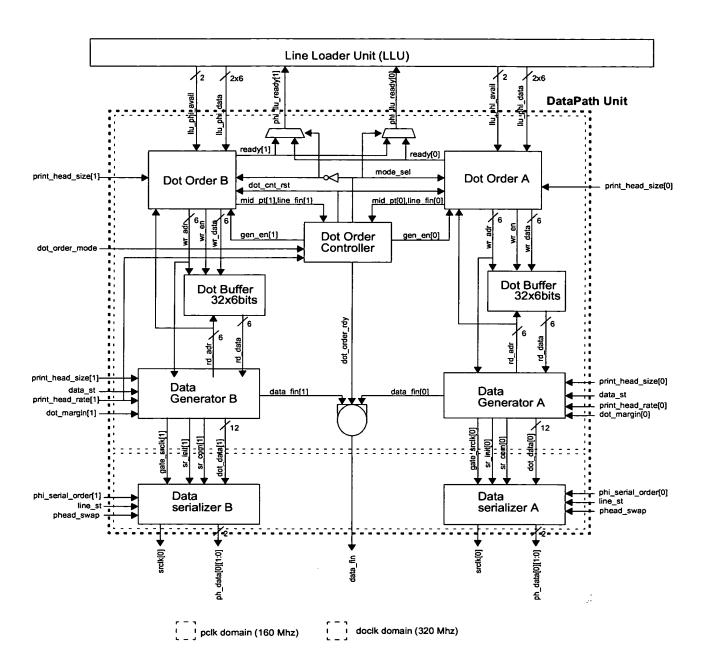
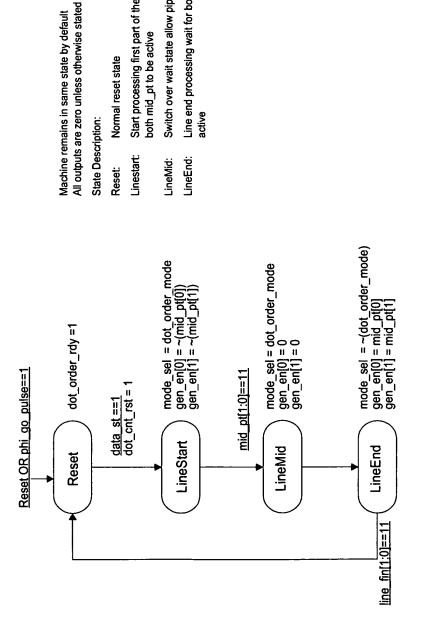


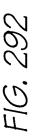
FIG. 290



Line end processing wait for both line\_fin to be

Start processing first part of the line, wait for both mid\_pt to be active Switch over wait state allow pipeline to clear

Normal reset state





State Description:

Normal reset state Reset:

SrclkPre:

Count the SrclkPre number of clock

cycles

DataGen1: Read Line Dot data from buffer

Read Line Dot data from buffer

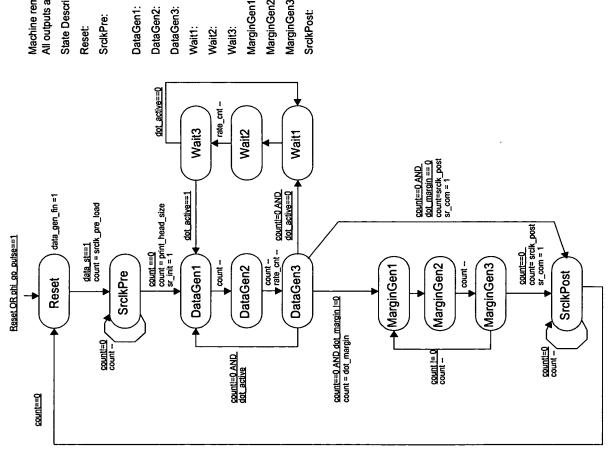
Data rate control wait state Data gen wait state DataGen3: Wait1:

Data rate control wait state Data rate control wait state Wait2: Wait3:

MarginGen1:Generate DotMargin number of dots MarginGen2:Generate DotMargin number of dots

MarginGen3:Generate margin wait state

SrclkPost: Wait for SrclkPost number of cycles



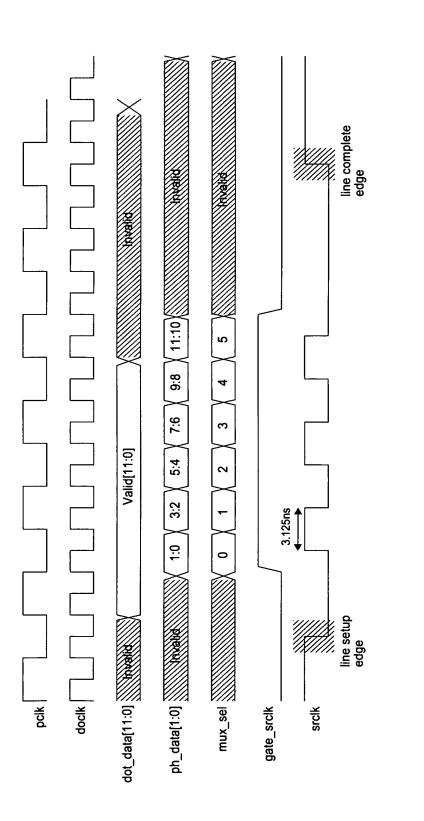


FIG. 293

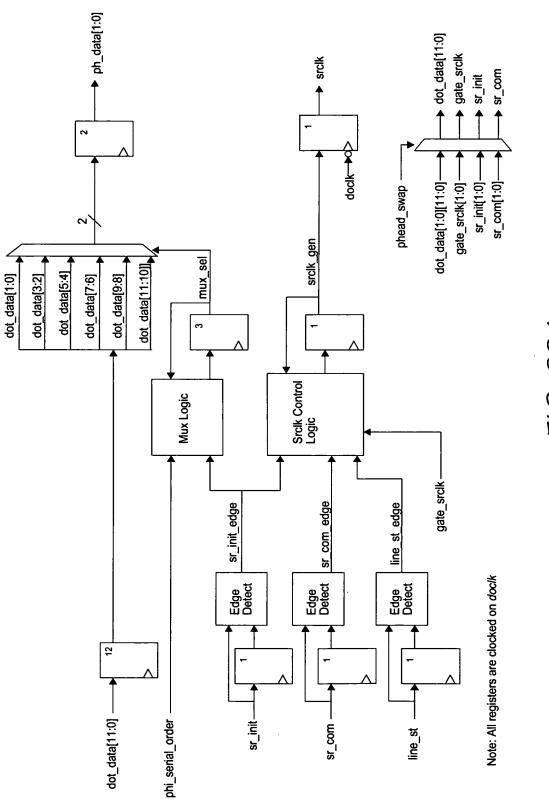


FIG. 294

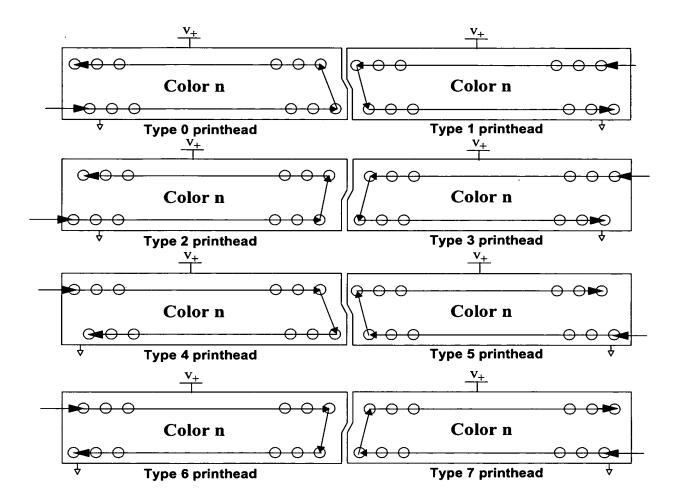


FIG. 295

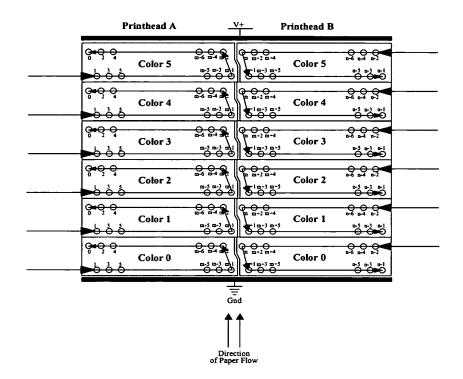


FIG. 296

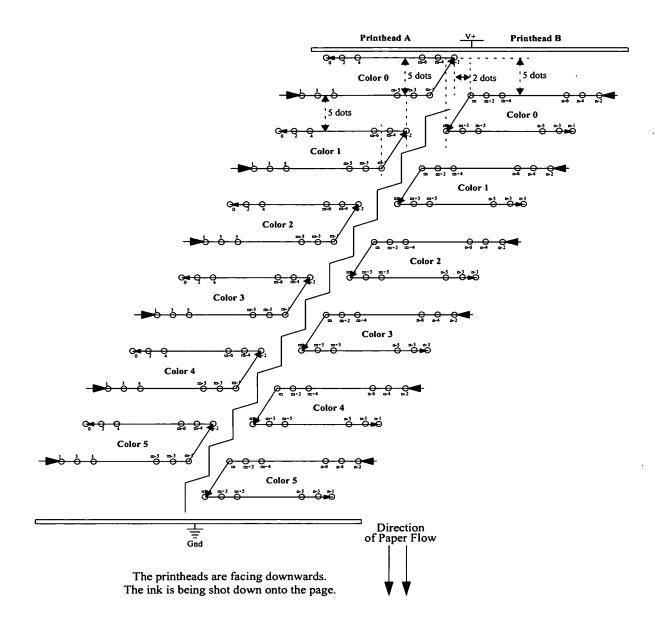


FIG. 297

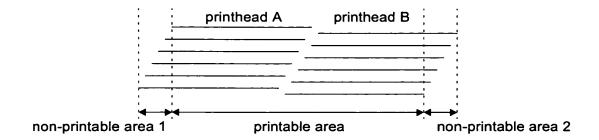


FIG. 298

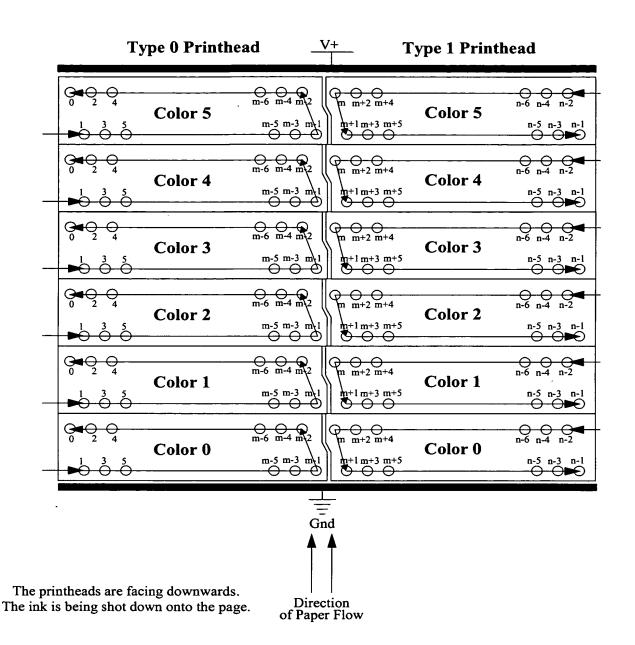


FIG. 299

## 259/331

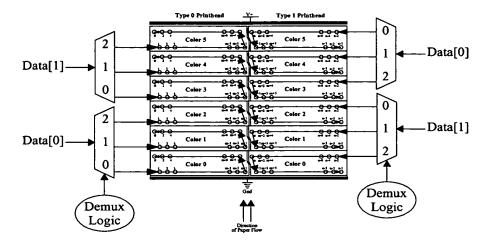


FIG. 300

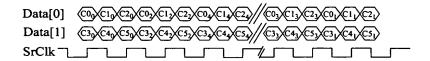


FIG. 301

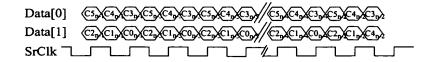


FIG. 302

The printheads are facing downwards. The ink is being shot down onto the page.



Type 0 Printhead Type 1 Printhead ⊕ ⊕ ⊕ m+5 m+3 m+1 m-1 m-3 m-5 Color 0 Color 0 n-2 n-4 n-6 m+4 m+2 m\2 m-4 m-6 m+5 m+3 m+1 Color 1 Color 1 n 2 m-4 m-6 n-2 n-4 n-6 m+4 m+2 h <del>óo</del>ooo Q<del><0 0</del> 0 0 n-3 n-3 0 0 0 m+5 m+3 m-1 0 0 0 m-1 m-3 m-5 Color 2 Color 2 m\2 m-4 m-6 m+5 m+3 m71 -1 m-3 m-5 Color 3 Color 3 m-2 m-4 m-6 m+4 m+2 m+5 m+3 m+1 O<del>-1 n-3 n-5</del> Color 4 Color 4 m/2 m-4 m-6 g<del>≺g g</del> 0 0 0 0 m-1 m-3 m-5 m+5 m+3 m+1 Color 5 Color 5 m\2 m-4 m-6 n-2 n-4 n-6 m+4 m+2 = Gnd

FIG. 303

## 261/331

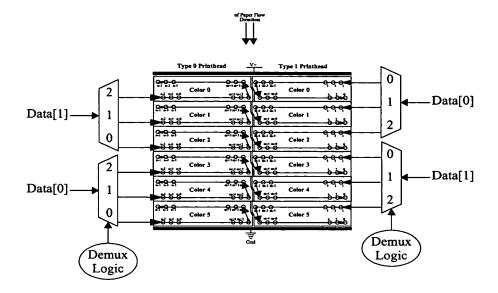


FIG. 304

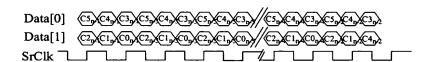


FIG. 305

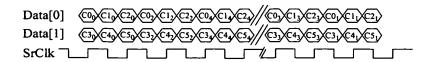


FIG. 306

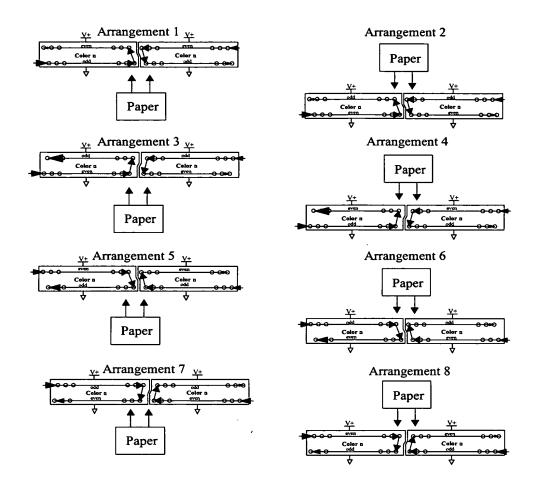


FIG. 307

Pot SR 5/Colour 5   Dot SR 4/Colour 4   Dot SR 3Colour 3   Dot SR 2/Colour 2   Dot SR 1/Colour 1   Dot SR 0/Colour 0	Pads	Nozzle Column Nozzle Column	Nozzle	Nozzle Column Nozzle Column		Dot SR 4/Colour 4  Dot SR 3Colour 3  Dot SR 2/Colour 2  Dot SR 1/Colour 1
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FIG. 308

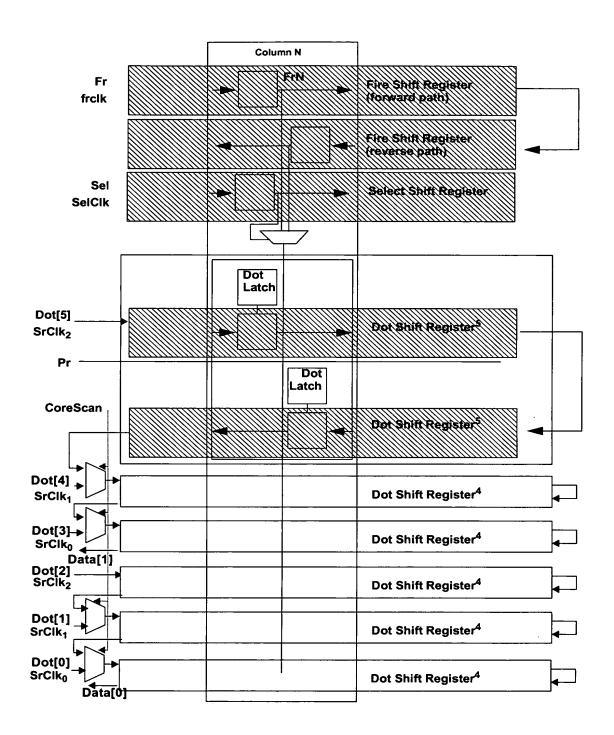


FIG. 309

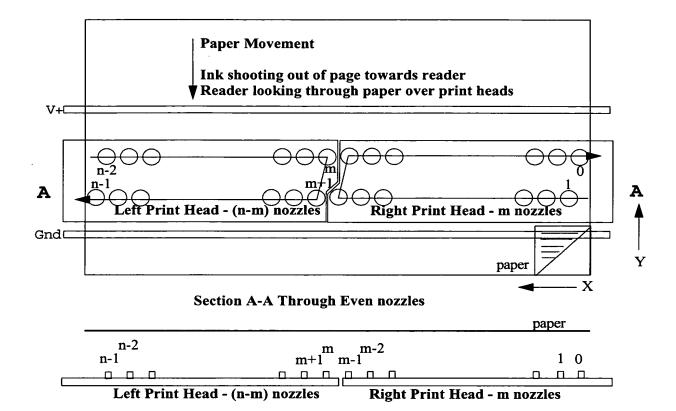


FIG. 310

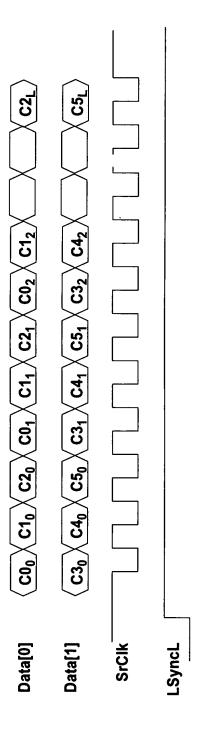


FIG. 311

Printing every $n^{th}$ dot with $n$ zero's then $n$ one's in the fire select shift registers

FIG. 312

─_ fire shift	] 🖈 register	select shift reg
100000000001000000000010000000001000000	000000000100000000010000000001000000	000000000001111111111110000000

FIG. 513

$-\dots$ 0001000000000 $-\dots$ $-\dots$ 0000000010000000001000000000	0010000000001	111111111100000000001111111111000000	Right Print Head Fire/Select SR
	 ▼		
000		111	ĸ
00	)0(		lect !
0000	000	급	Š
ᇊ	001	111	dre/
0001	00100	0001111111111	Head Fire,
000000000	0000000100	0000000011	Print Head Fire/Select SR
.000100000000001	.001000000000100	.11100000000111	Left Print Head Fire,
100000010000000001	000000000000000000000000000000000000000	1110000000000111111	Left Print Head Fire/
000100000000010000000001	001000000000000000000000000000000000000	000111111111100000000000111	Left Print Head Fire,
00000100000000010000000001	001000010000000001000000000	00000111111111100000000000111	Left Print Head Fire,
1000000000100000000010000000001	00000000010000000001000000000100	0000000000111111111110000000000111	Left Print Head Fire/

FIG. 314

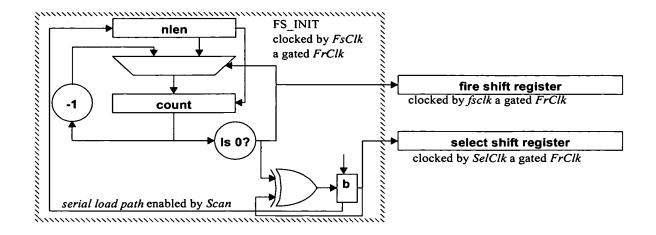


FIG. 315

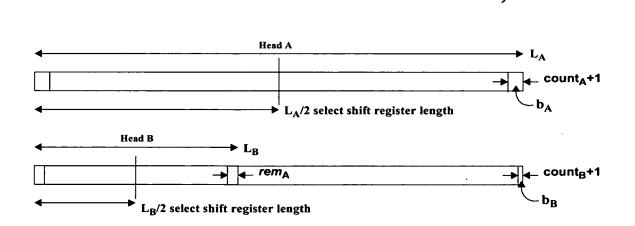


FIG. 316

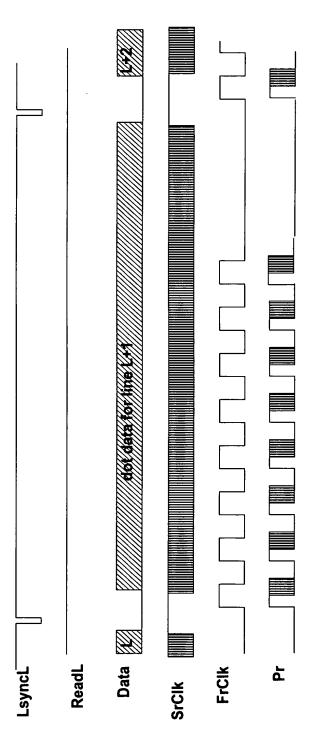


FIG. 317

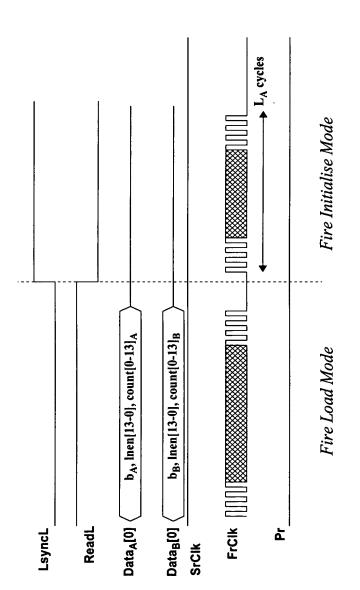


FIG. 318

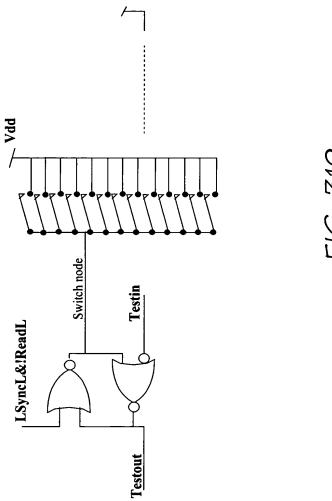


FIG. 519

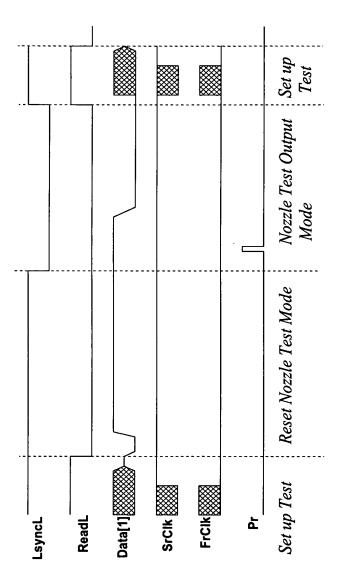


FIG. 320

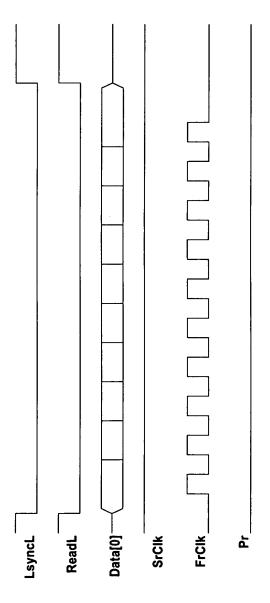


FIG. 321

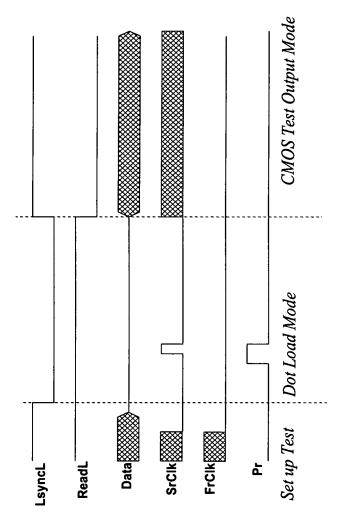


FIG. 322

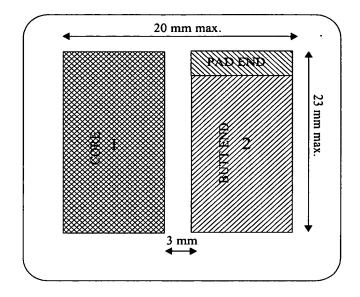


FIG. 323

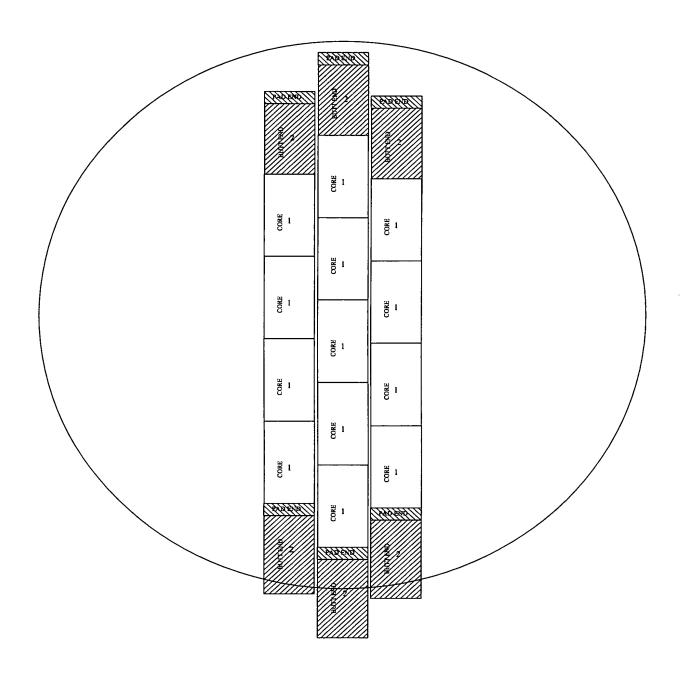
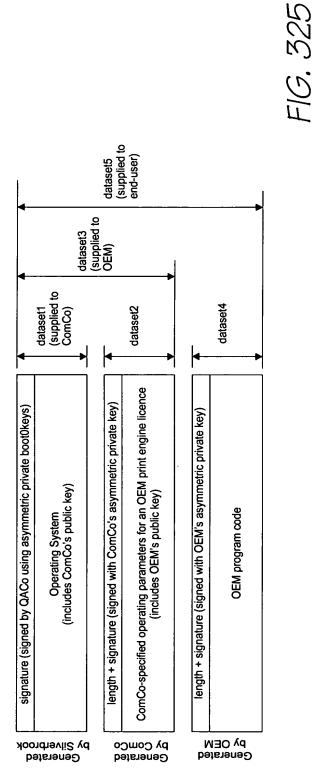
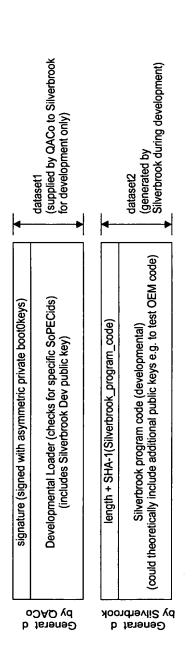


FIG. 324





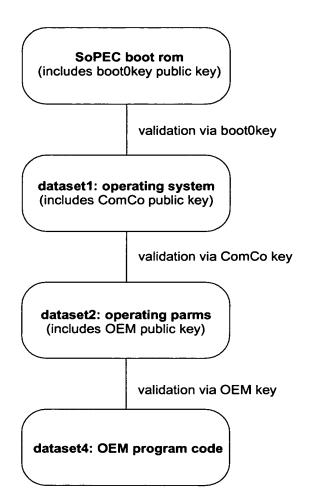


FIG. 326

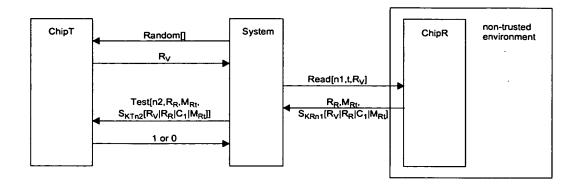


FIG. 328

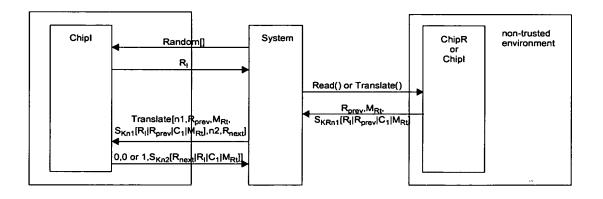


FIG. 329

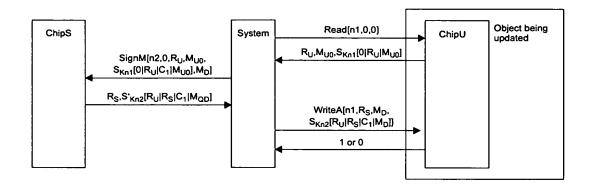


FIG. 330

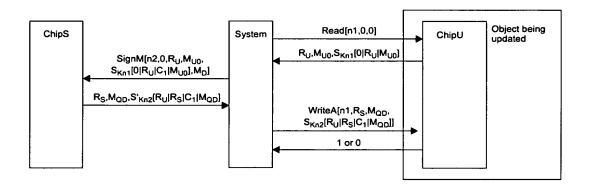


FIG. 331

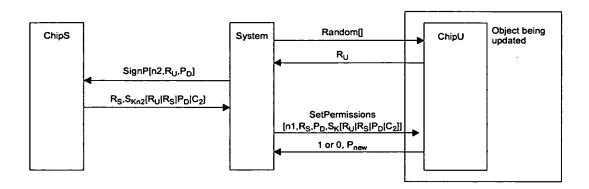


FIG. 332

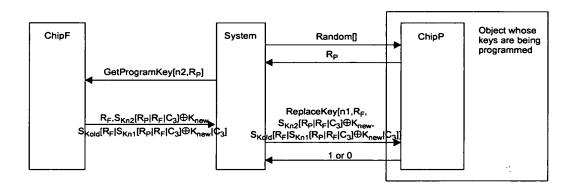


FIG. 333

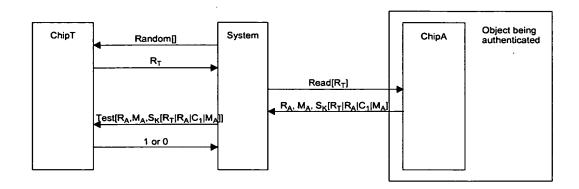


FIG. 334

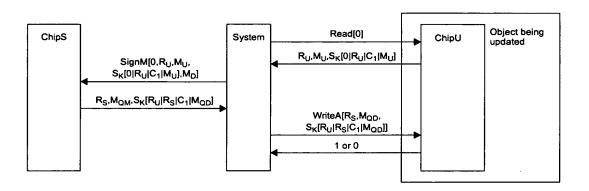


FIG. 335

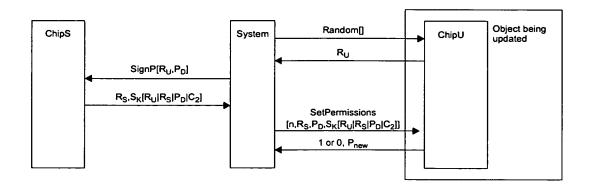


FIG. 336

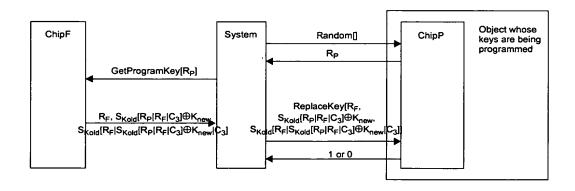


FIG. 337

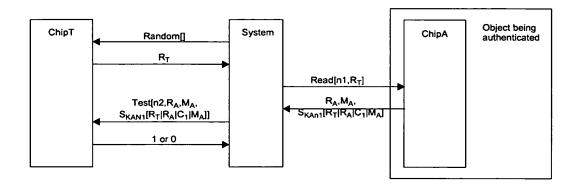


FIG. 338

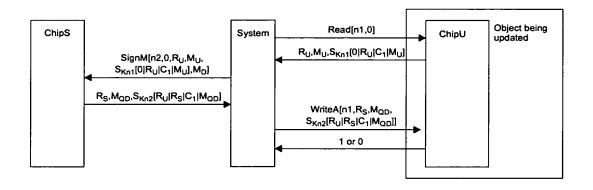


FIG. 339

## 286/331

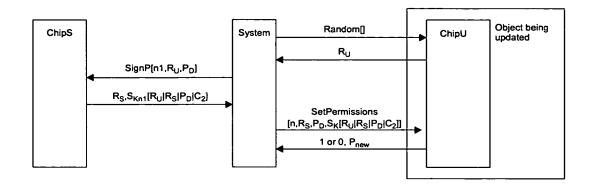


FIG. 340

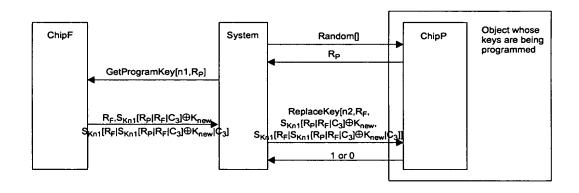


FIG. 341

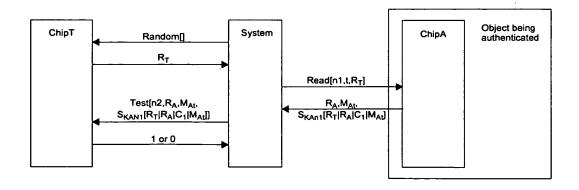


FIG. 342

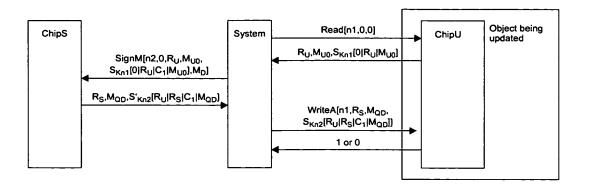


FIG. 343

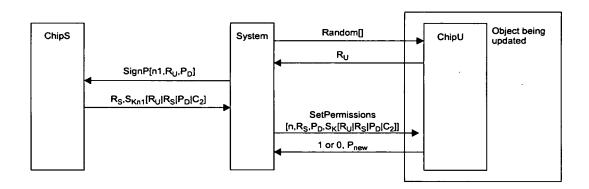


FIG. 344

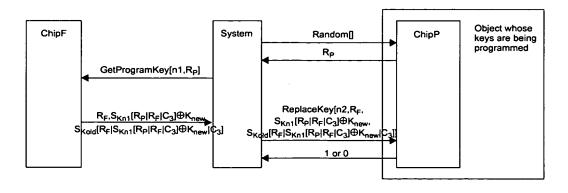


FIG. 345

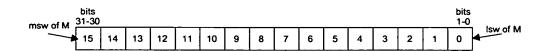


FIG. 346

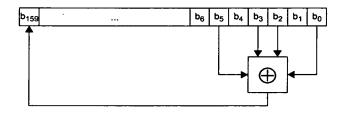


FIG. 347

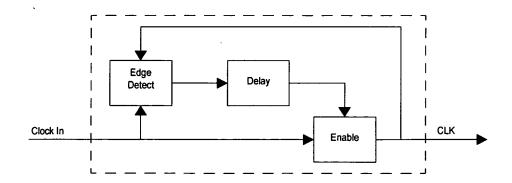


FIG. 348

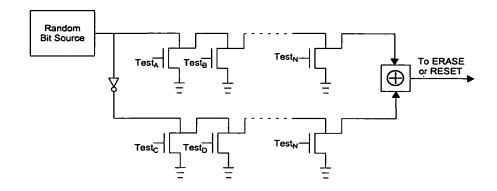


FIG. 349

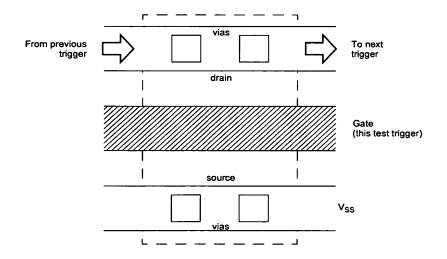


FIG. 350

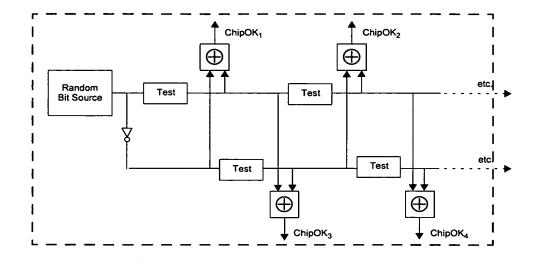


FIG. 351

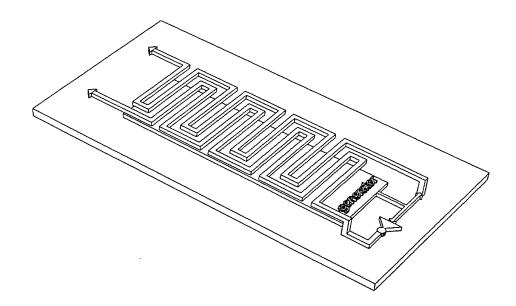


FIG. 352

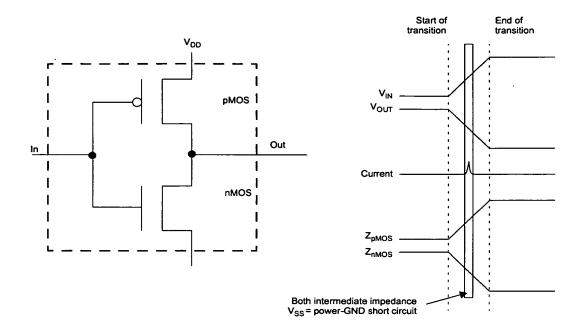


FIG. 353

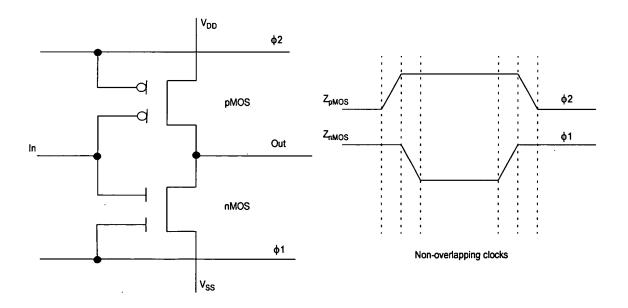


FIG. 354

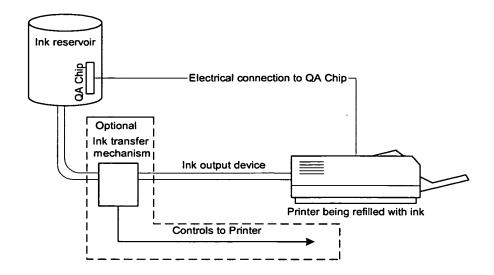


FIG. 355

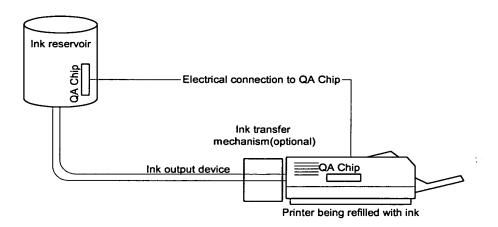


FIG. 356

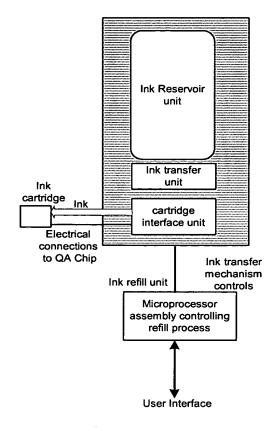


FIG. 357

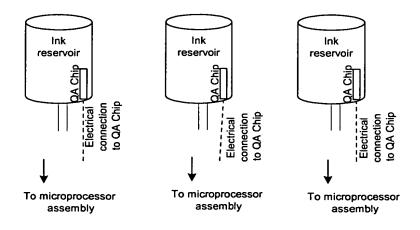


FIG. 358

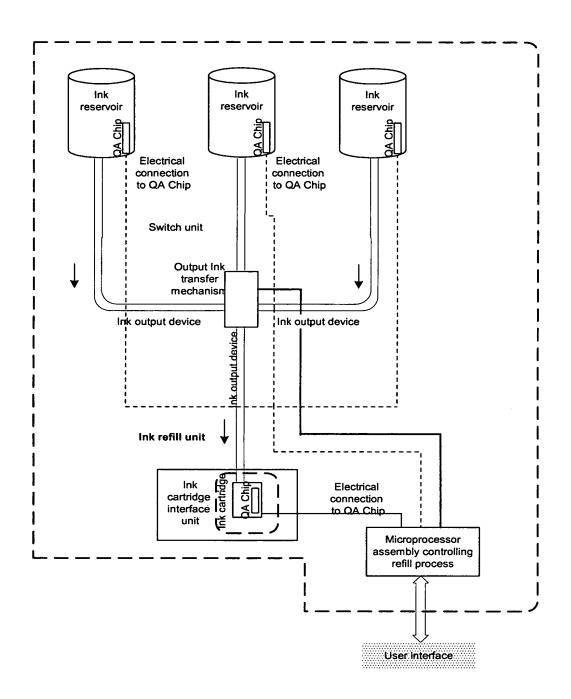


FIG. 359

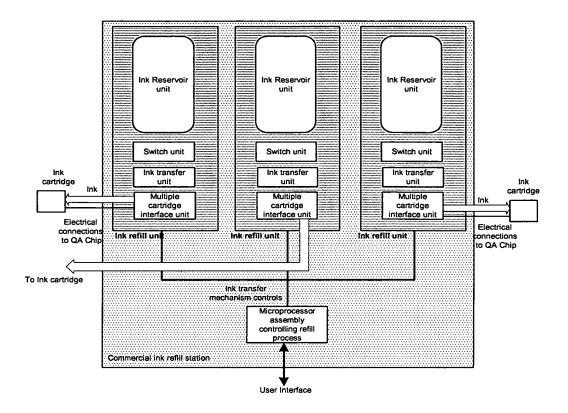


FIG. 360

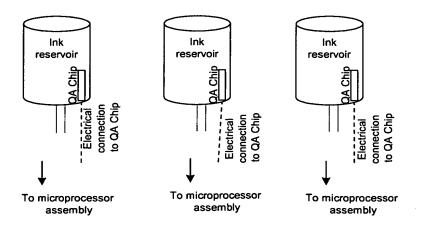


FIG. 361

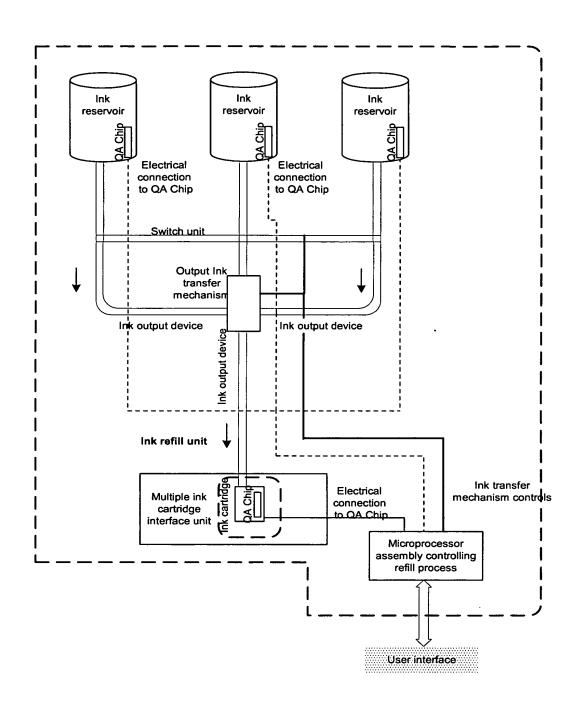


FIG. 362

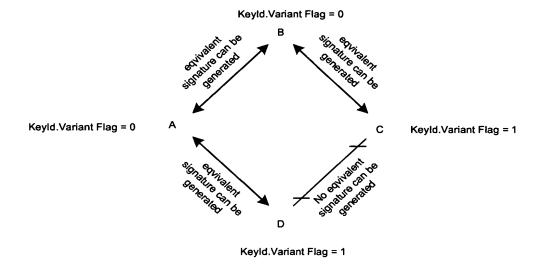


FIG. 363

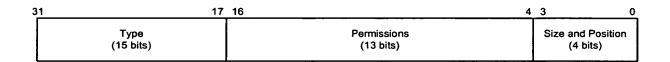


FIG. 364

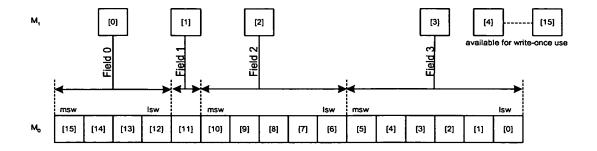


FIG. 365

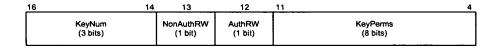


FIG. 366

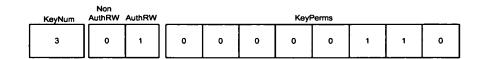


FIG. 367

KeyNum	Non AuthRW	AuthRW	KeyPerms							
3	1	1	0	0	0	0	1	1	1	0

FIG. 368

3	<u></u>	17 16	14	13	12	11	4	3	0
	Type (15 bits)		KeyNum (3 bits)	NonAuth RW (1 bit)	AuthRW (1 bit)		KeyPerms (8 bits)	EndPos (4 bits)	

FIG. 369

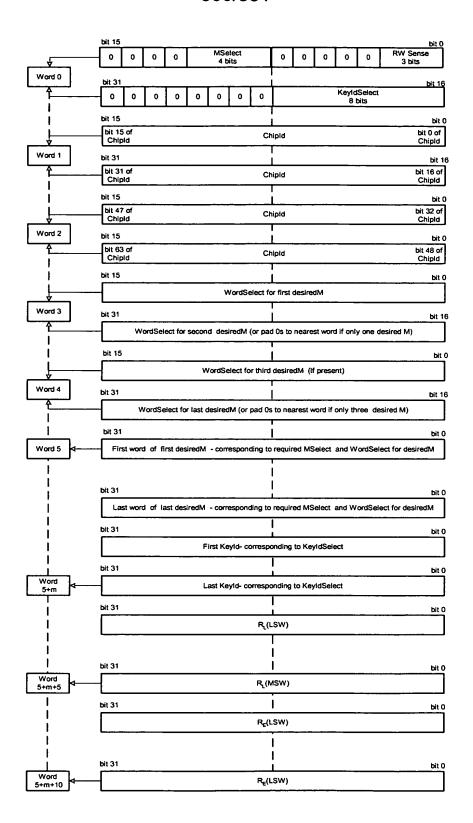


FIG. 370

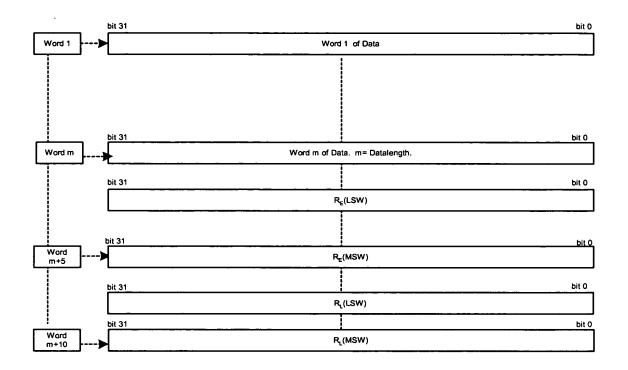


FIG. 371

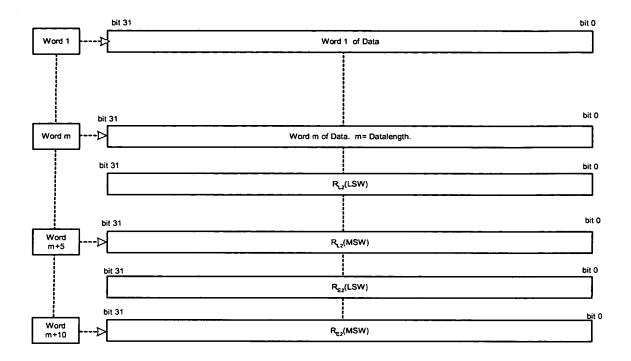


FIG. 372

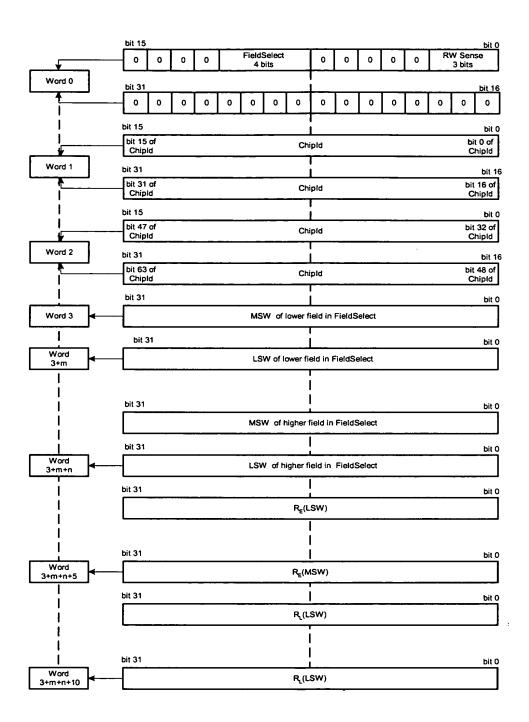


FIG. 373

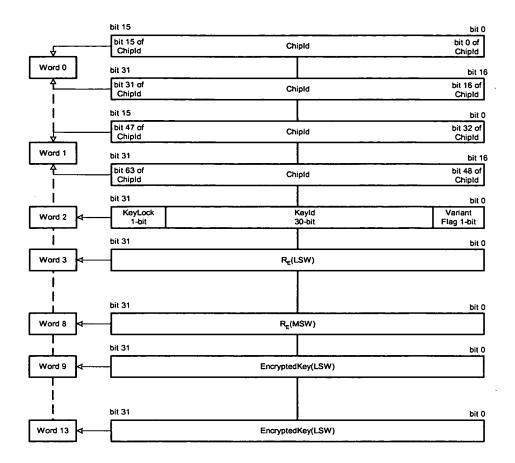


FIG. 374

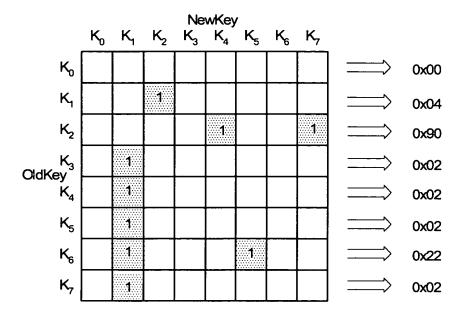


FIG. 375

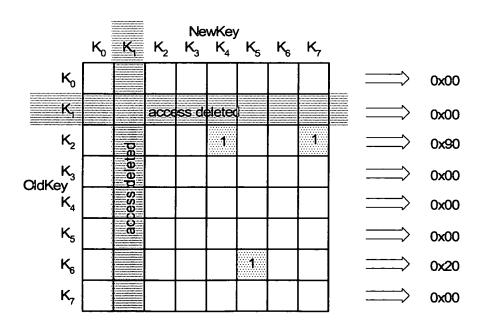


FIG. 376

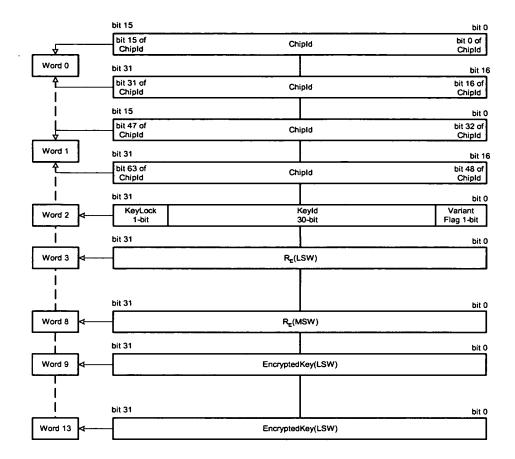


FIG. 377

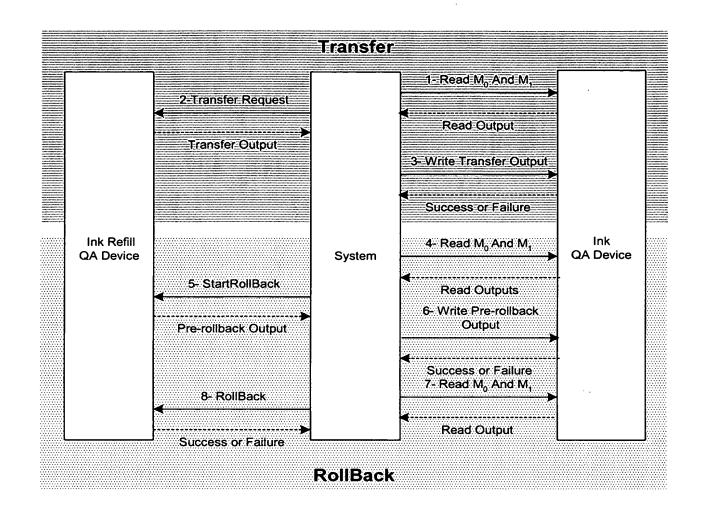


FIG. 378

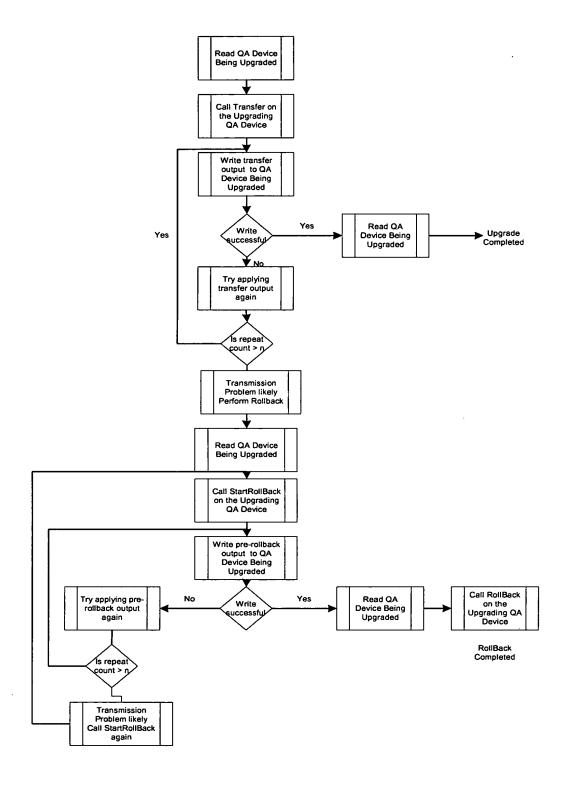


FIG. 379

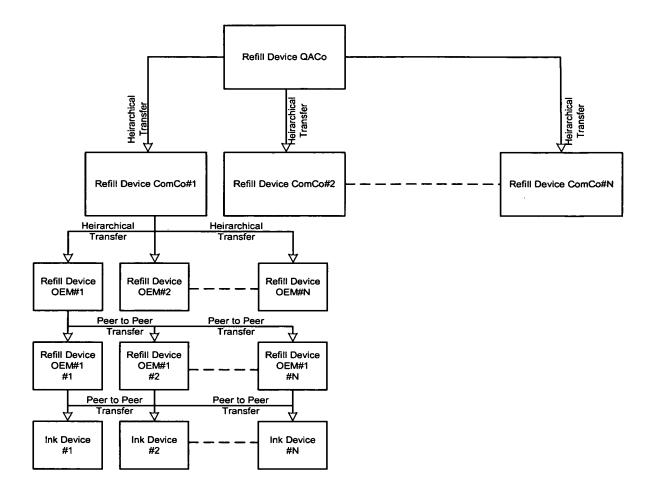


FIG. 380

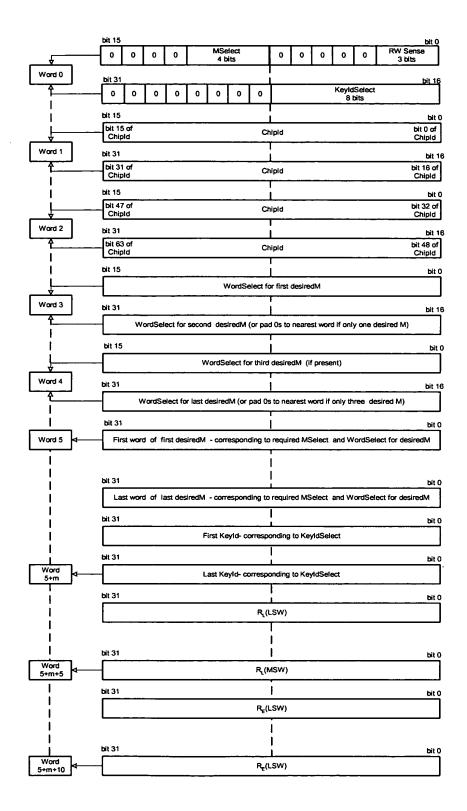


FIG. 381

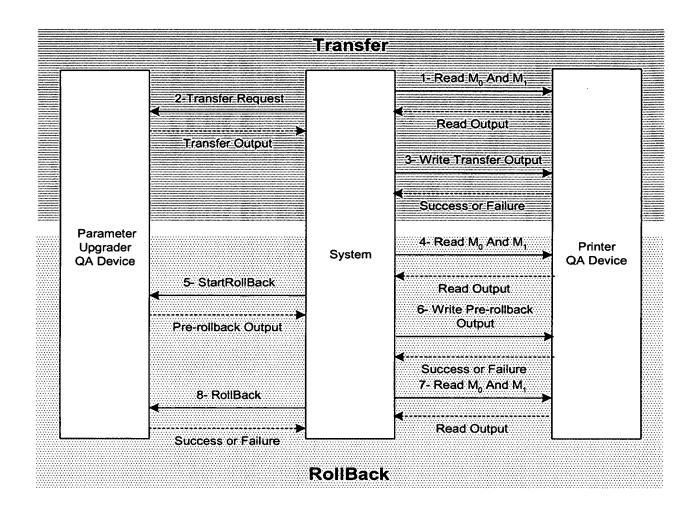


FIG. 382

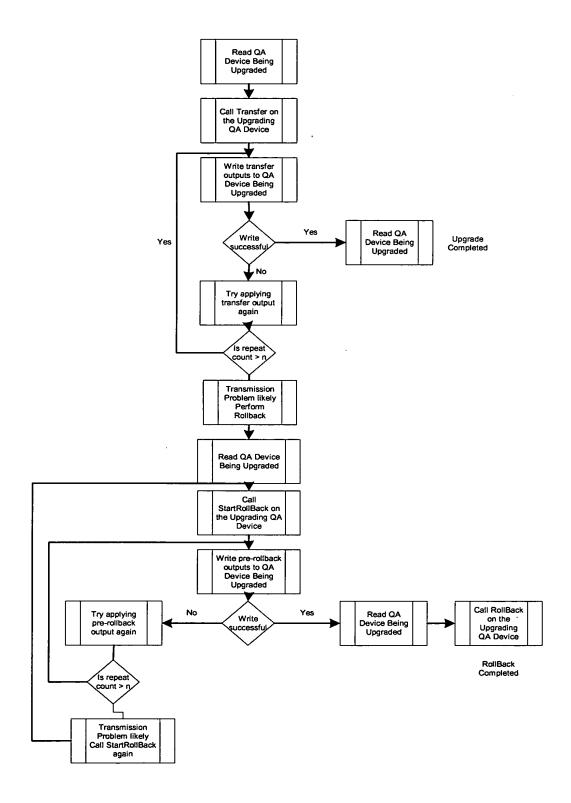


FIG. 383

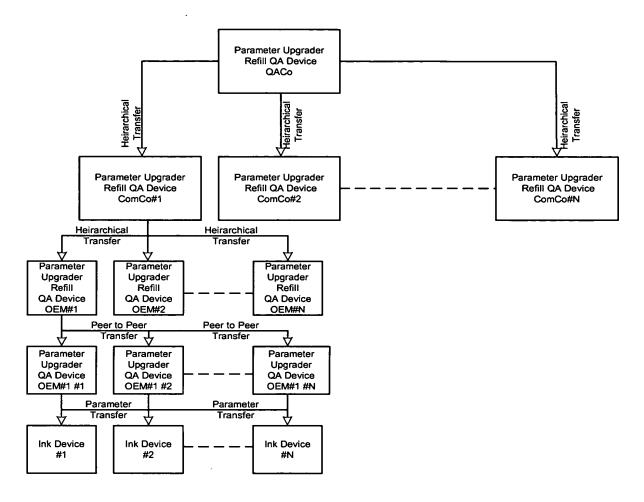


FIG. 384

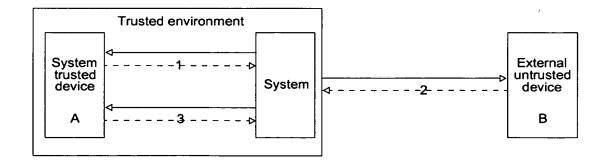


FIG. 385

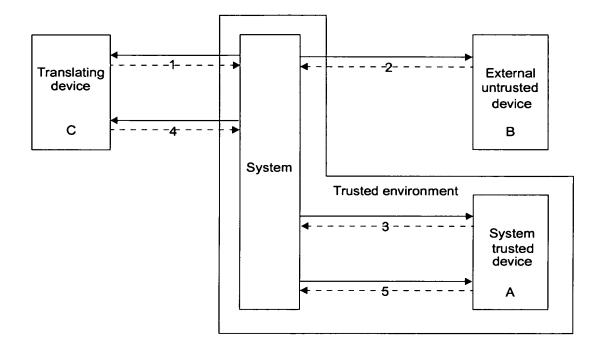


FIG. 386

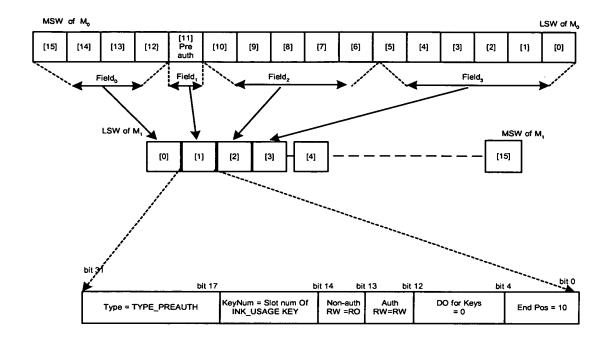


FIG. 387

bit 31	bit 0
preauth field select	preauth amount
= 8 bits	= 24 bits

FIG. 388

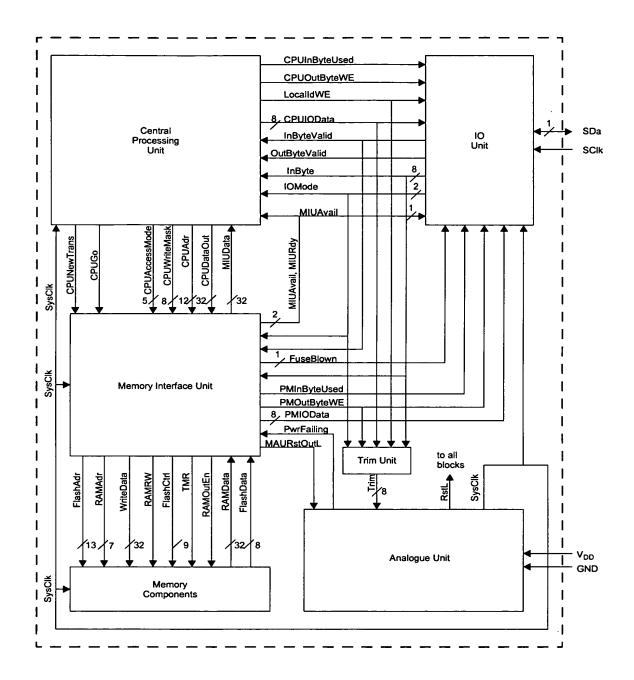


FIG. 389

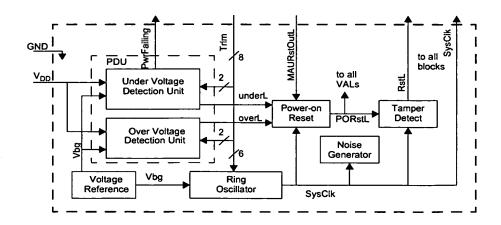


FIG. 390

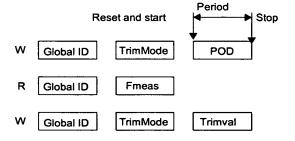


FIG. 391

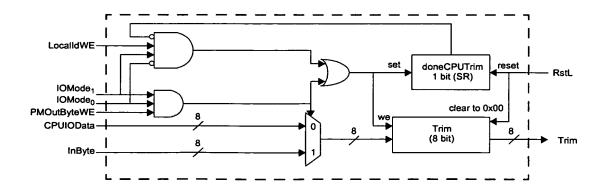


FIG. 392

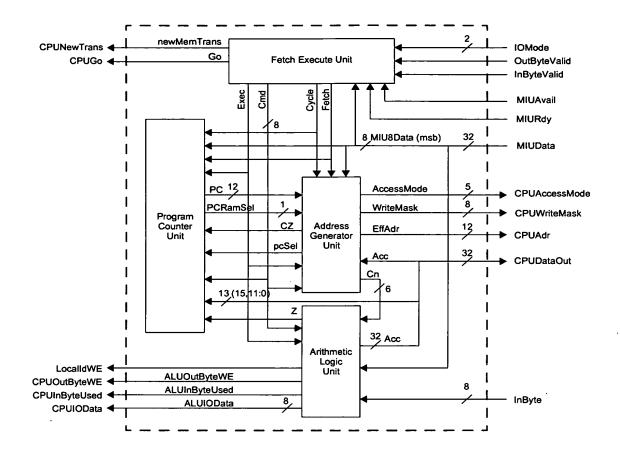


FIG. 393

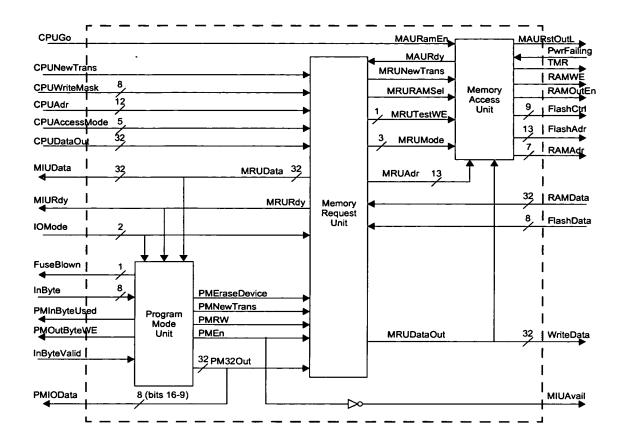


FIG. 394

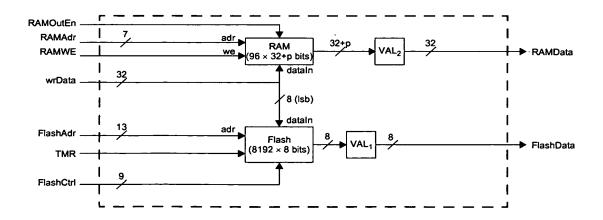


FIG. 395

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PriID6	PrilD5	PrilD4	PriID3	PriID2	PrilD1	PriID0	R/*W 0 = write 1 = read

FIG. 396

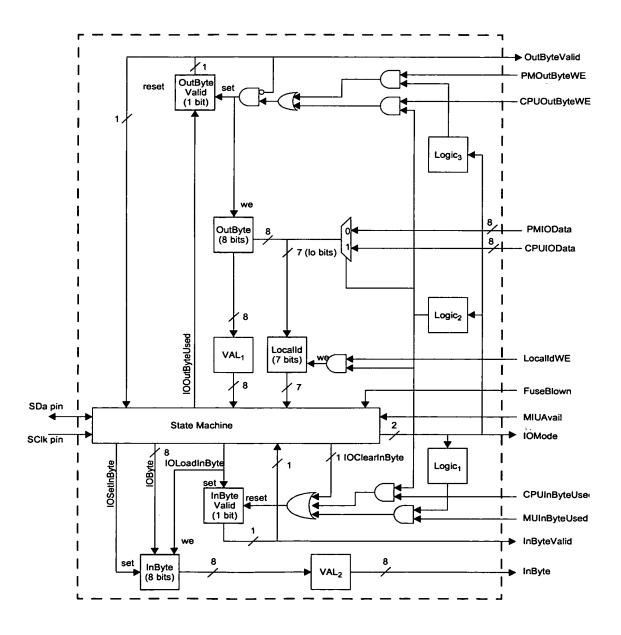


FIG. 397

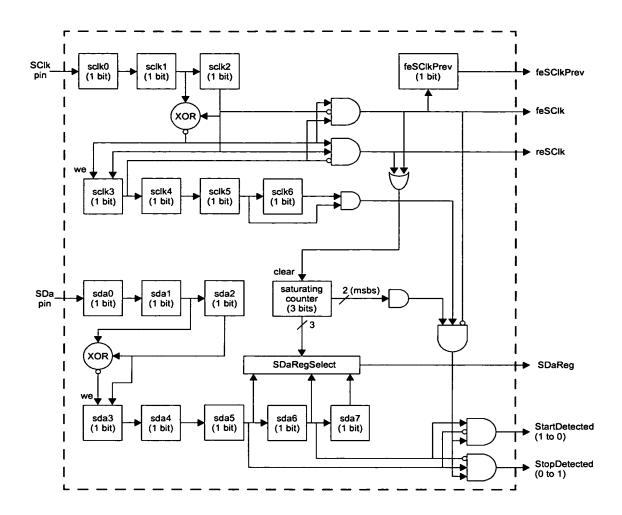


FIG. 398

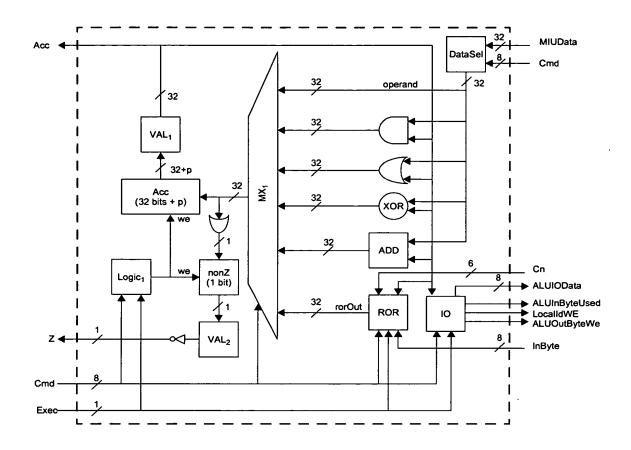


FIG. 399

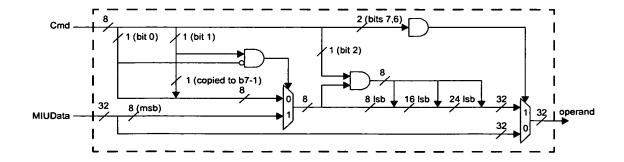


FIG. 400

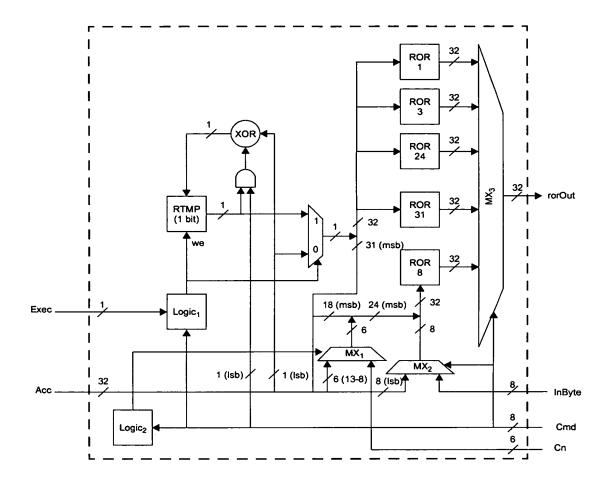


FIG. 401

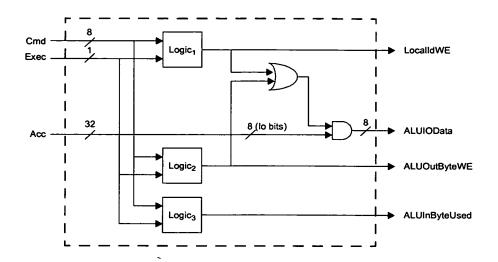


FIG. 402

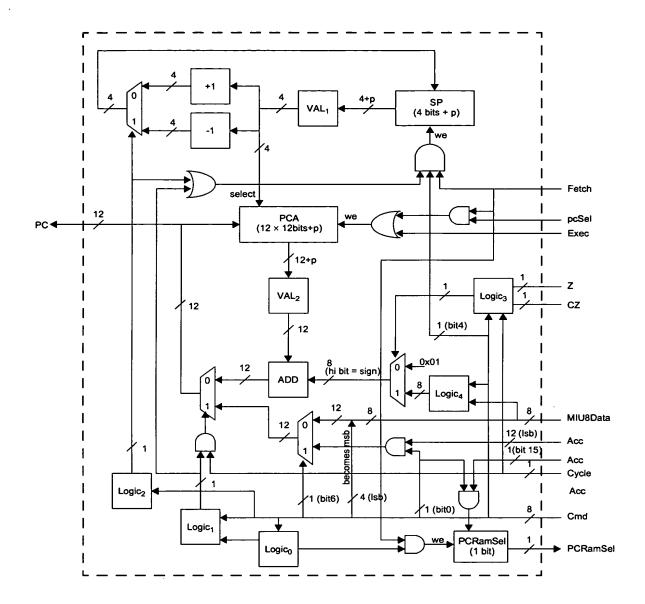


FIG. 403

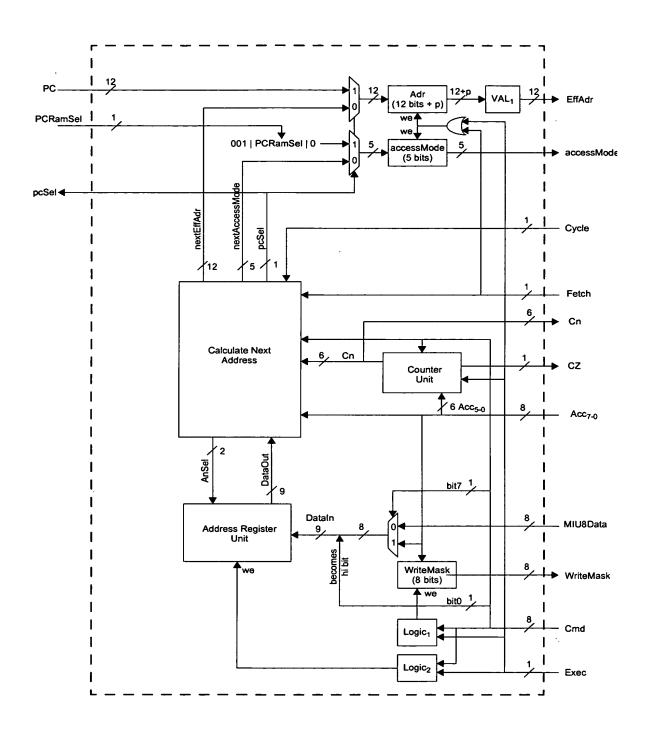


FIG. 404

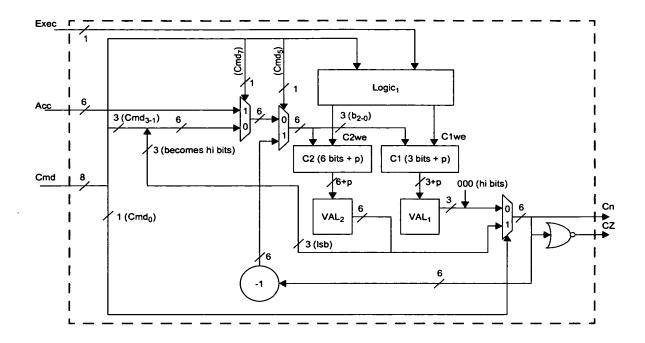


FIG. 405

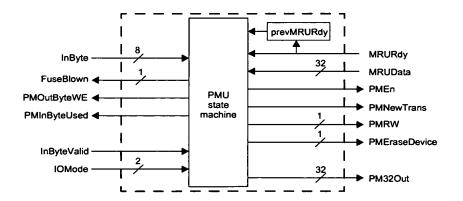


FIG. 406

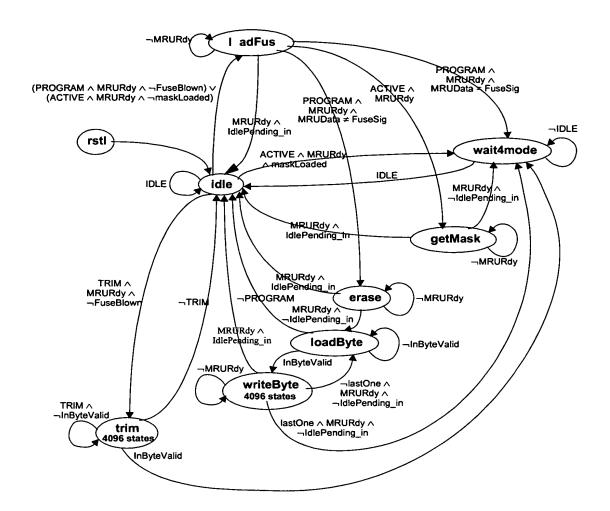


FIG. 407

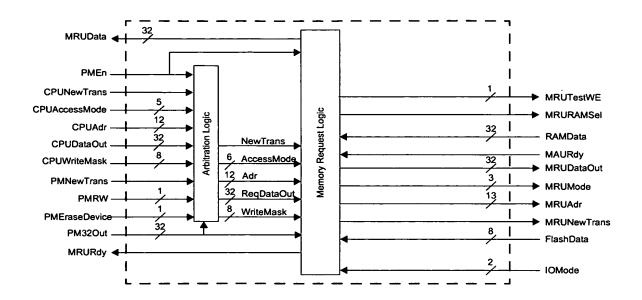


FIG. 408

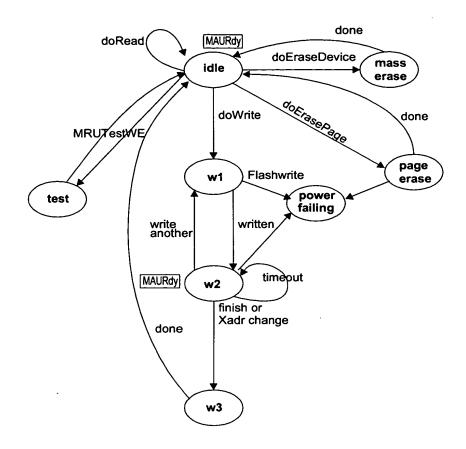


FIG. 409

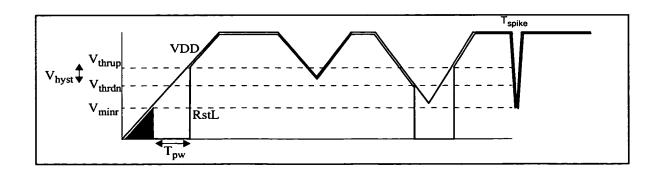


FIG. 410

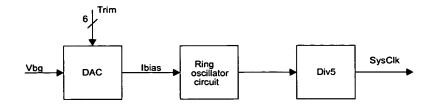


FIG. 411

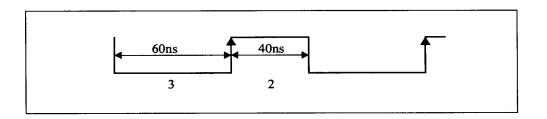


FIG. 412

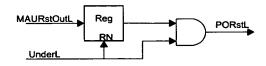


FIG. 413